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STRATEGY GUIDES

**BOMBERMAN™ IS BACK!**

**TOTALLY UNAUTHORIZED  
GUIDE TO**



**FIND ALL THE GOLD DIAMONDS!**

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**TOTALLY UNAUTHORIZED**  
**GUIDE TO**

**BOMBERMAN™**

**64.**

by  
**Charles Toschi**

**///BradyGAMES**



# TOTALLY UNAUTHORIZED GUIDE TO BOMBERMAN 64

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# INTRODUCTION

## STAGES, WORLDS, BOSSES

In each of the four worlds there are four levels or stages. They are as follows:

1. GREEN GARDEN (First Platform World)
2. BLUE RESORT (A Water-Based City)
3. RED MOUNTAIN (A Lava World)
4. WHITE ICE (An Ice World)

The stages in each world are broken up consistently: the first stage is a standard platform area, the second world is a sub-boss, the third is a platform area, and the fourth is a World, or Final, Boss for that World.

With that said, it's time to begin your journey.



# GAME BASICS

Before you get started, you need to learn the basics of gameplay in Bomberman 64. Not just your typical run and jump stuff—you need to master the art of throwing and kicking bombs, building bridges, and pumping up beerbe among other things.

Are you ready? Then read on!

## TECHNIQUES

There are many techniques that are special to Bomberman 64 that simply weren't as embedded in the other games. These techniques are essential to the game and, once mastered, will greatly improve your ability to move through each of the many levels. Unfortunately, mastering the basic techniques is more of an art than a science, and they don't always work the same each time.

### THROWING

The ever-necessary throwing technique is as easy as ever. This technique is used over and over again throughout the entirety of the game, and in some cases works better than kicking, although in other cases it doesn't.

**TO THROW A BOMB:** Aim the direction you want the bomb to go and press B.





## DISTANCE THROWING

Bombs can be thrown short or long distances, depending on the way they're thrown.

**SHORT THROWS:** Just throw the bomb (press B).

**LONG THROWS:** Get a running start in the desired direction you want to throw, and then throw the bomb (press B).

Because Bomberman's running speed doesn't actually vary, the farther you run the longer your bomb is thrown. It's safe to say that about five steps is the longest you'll need to run to achieve the longest throw.

## KICKING

This technique is a piece of cake. This function is built-in to the character, so there's not too much brain power used on this one.

**KICKING:** Press A to lay down a bomb. Then walk up to the bomb and let 'er rip!

## PICKING UP

Picking up a bomb places it in your hands immediately. Sometimes this technique doesn't seem to work, and can be frustrating when fighting bosses. If you can't pick up a bomb, it's because you're not pressing the buttons at exactly the same time. To fix this, press B first, then A. You still need to press them simultaneously, but by erring this way, you're far more likely to succeed.

**PICKING UP:** To disperse and pick up a bomb, simply press A + B.

## PUMPING UP

You can pump up the bombs, once in hand, to two sizes larger than the original. With the bomb at its maximum size, it's ready to throw. You can't pump up bombs that are on the ground; they must be picked up first.

**PUMPING UP:** With a bomb in hand, press A three or four times until the bomb produces a yellow flashing ring and you hear a ringing or a clinking sound.



## STOPPING BOMBS

There is now a way to stop bombs anywhere you want them to stop after kicking them. It's easy, too. Kick a bomb and then press the Right Shift button to stop it. This will work anywhere.

**STOPPING BOMBS:** To stop a bomb after it's been kicked, press R Shift.

## BLOCKING

In the multiplayer mode, you can block a bomb that's thrown at you. Pick up a bomb and then face the thrower. When the bomb is thrown at you, it'll bounce right off your bomb, leaving you in the perfect position to attack your foe.

**BLOCKING:** With a bomb in your possession, face your attacker and let the bomb bounce off your bomb.

## BRIDGE BUILDING

This is one of the more difficult techniques in the game. There are many areas that don't seem to be reachable in Bomberman 64. The trick is, almost everything is reachable; you just need to figure out how to get there. Bridge building is the technique of laying down a row of bombs, climbing to a higher point and then jumping down onto the bombs to get to your desired point. You can use big or small bombs to do it, and though it's possible to use non-timed bombs, it's pretty silly. Stick to Timed Bombs to make bridges. There are usually many ways to reach seemingly unreachable spots, and depending on the spot, small or large bombs will work. Each situation is different, so approach each one differently.

**BUILDING BRIDGES:** Use Timed Bombs to access seemingly unreachable areas or objects.

## LADDER BUILDING

Ladder building is a more sophisticated process than the Bridge Building technique. Building ladders enables you to reach areas that are higher than the point you're presently standing on. Say for instance there are three different platforms, each a different height. The platform you're on is the middle height, the platform you need to reach is at the highest, and the area in between is the lowest. You would pump up enough bombs, say three to create a bridge, and then throw a fourth to land on the farthest bomb (assuming a wall is to keep it from bouncing away). Once the fourth bomb is there, you would then jump onto the row of bombs and they would propel you onto the fourth bomb, which would then launch you onto the highest platform. You need to practice this technique to make it work right, because it simply doesn't always work right, and it can be extremely frustrating. It is also extremely helpful and a definite must to finish all of the levels.

**LADDER BUILDING:** Use Pumped-up Bombs to create ladders.





## CHANGING DIRECTIONS

When you're bouncing on the bombs, you can get caught in a rut, or be just a fraction away from where you really want to go. By moving the Joystick to one side, you'll slowly move Bomberman to that same side. The process is slow but helpful.

**CHANGE DIRECTIONS:** Press the Joystick in the appropriate direction to move Bomberman.

## WAKING UP

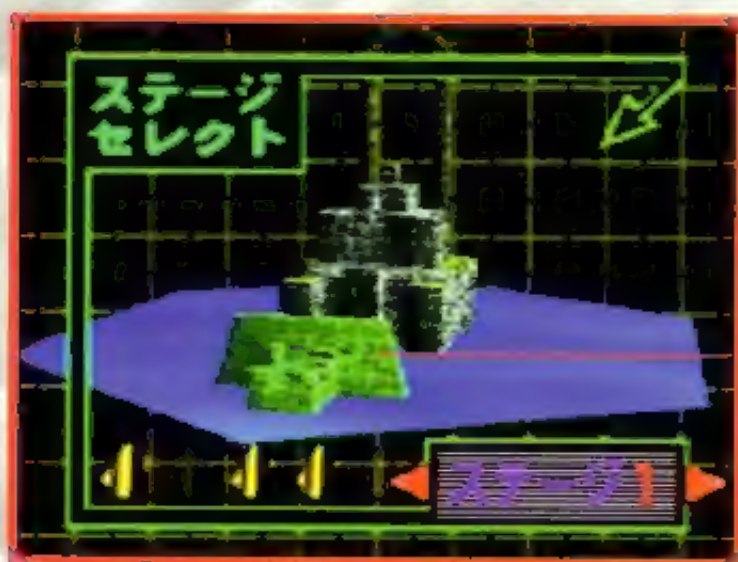
If you've been knocked unconscious, you can speed the recovery time by twitching the Joystick back and forth quickly. This is crucial when fighting bosses and playing in multiplayer mode.

**WAKE UP:** To wake up after getting knocked unconscious, quickly move the Joystick back and forth.








# GREEN GARDEN

WORLD 1  
STAGE 1

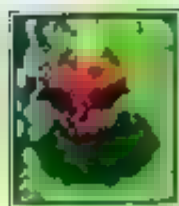




# Tips

-  Step away from a bomb after you've thrown or kicked it; if not, the blast will take you down instead of your foe!
-  Press A and B simultaneously to pick up a bomb, or walk up to any small bomb and press B. Press A repeatedly to increase the size of your bomb to about four times its original size.
-  Many objects in the environment are destructible. Try to blow up everything around you like walls, bridges, all creatures, vases, and so on.
-  In this stage, there is a river on both sides, one has flowing water while the other doesn't. You are safe if you fall into the flowing river, which carries you back to the starting point. (In fact, it's faster than walking back!)
-  After collecting the fourth Gold Diamond, stand on the gray square to slow down the river.

## ALTERNATE INFANTRY



It takes two hits (or one big bomb) to destroy this creature, and when it's eliminated it provides the pink heart of life and an extra life. This weird Nerf-like creature follows you once it senses your presence, so it's best to destroy it quickly.



### BLUE INFANTRY

A slow, mostly harmless creature, it has no fancy moves and one regular bomb can take care of it. It provides one Blue Gem.



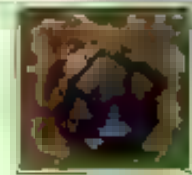
### SPINNING TOP

It only takes one bomb to destroy this creature and it also provides one Blue Gem.



A Toad can be eliminated using the traditional fashion, but is easier to kill by throwing bombs on its head, which causes it to split in two. When this occurs, throw another bomb on its head to get one Blue Gem.

IT'S A TOAD



### FALCON

An annoying and weird little bird. It takes one bomb to eliminate a Falcon. This creature may or may not provide one Blue Gem.



# WALK THROUGH

There are two areas within the first stage of the game that are separated by a giant, but harmless, dragon's mouth. Within each area, Bomberman must do what he does best: Blow up stuff so he can recover gems and extra lives so he can further his quests.

In this stage, Bomberman must locate four areas, each discernible by a glowing, green light. By locating these areas, Bomberman will free the giant gem that's being held captive.

First, let's collect a few goodies, shall we? Directly in front of Bomberman are two rows of planters, or vases, three in each row. Each planter is destructible, so plant a few bombs



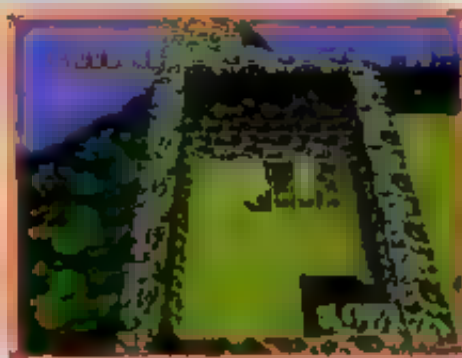


nearby and grab the flames and extra bombs. Look to your right to see a large, brick cage with a staircase on one side. Examine it closely and find the side with a slot under it. From here, locate the two beams that hold up the cage roofing. Line up with the beams and kick a bomb toward each beam to blow them up.



After you've destroyed each beam, the cage will fall down and a green, glowing area will light up. Now go up the stairs, step down, and stand on the glowing area.

A nice animated sequence shows one of the four balls surrounding the giant gem disappear. Only three more to go!



Now it's time to get the Timed Bombs. Place a bomb in front of the dragon's mouth and take a few steps back. When the bomb blows up, the dragon's mouth opens. When you enter the mouth, you are transported to the other side, which closely resembles the first side.

After exiting the dragon's mouth, walk to the opposite side of this area. Here you will see a planter under the second story. Blow up this planter to get a special bonus, one that enables you to set time limits on your bombs (Timed Bombs).

There's another one located on the second story across the room (near the dragon's mouth). To get this one, place some bombs amongst the obstacles that lead up to the stairs and jump until you reach the staircase.



Ascend the first staircase and hop to the next one. The high vase will turn into a Timed Bomb when it is destroyed.

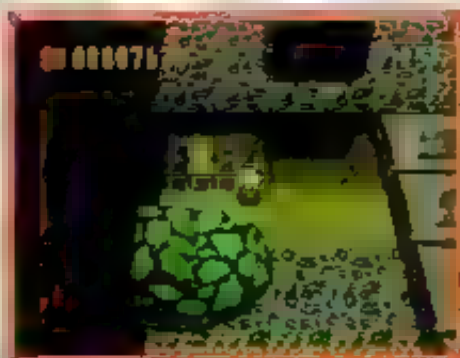
While standing with the dragon to the left, the second glowing, green area is located across the room. Walk forward and step onto the platform in front of you (now you should be able to see the glowing gem and the remaining two balls) while keeping

the river to your left. Now step under the bridge on the far side of the area for the second green, glowing area. Two more to go.



With your back to the wall, turn left and walk to the other side of the island. By taking a few steps forward, a small construct with two staircases should be in sight. Walk up and stand on the glowing, green area. One more!

Now it's time to return to the first area. After exiting the dragon's mouth, turn left. Underneath the bridge is the last glowing area. Stand in it and you're free to go



But wait! There are plenty of things to do in this level, and we've hardly scratched the surface. Did you notice the columns with blue asterisks on the top of them? Each one acts as a portal and there are three in this level alone; however, you'll need to build a bomb bridge to reach each one.



Return to the beginning of this stage and locate the blue portal on the column near the caged area. By using three giant bombs and two others, you can bounce up to the column. A successful bounce enables you to collect a Gold Diamond and loads of Blue and Red Gems.

The next portal is nearest the last glowing, green area you found near the construct that resembled an island onto itself. With the "island" in front of you, walk to the right to the lowest platform and create three large bombs. Then throw one large one on top of the third bomb, or the one closest to the construct.



When you've gained entrance to this "new" area, use bombs to bounce your way over the lip of the stairs and down to the lower level. Blow up the blocks to collect gems and the Megabomb. Now take the stairs back to the portal.





The third portal is located on the other side of the dragon's mouth, but this time you need to slow down the river to get there. Look for the path that crosses the river; however, you'll notice that it is blocked by a giant blue column. Use the Megabomb to blow it up, and then stroll on over to the other side.



Stand on the gray square to slow down the flow of the river. Now walk up the steep ledge nearest you and throw a bomb at the floating stone to collect a gem. Walk across the bridge and create a ladder of bombs so you can jump across the river. You can use just two large bombs to accomplish this task.



Once inside, you'll see a single cube—this gives you access to another Gold Diamond.



Blow up a few cubes to clear your path and locate the staircase leading upward. As you walk up the stairs, make sure the stream of water runs parallel to your path on the right.



Take this path until you can walk no further. Blow up the stone at the end, and collect the ULTIMATE BOMBERMAN piece.



You're done, partner! Jump into the stream and go with the flow. Cross through the dragon's mouth and walk up the stairs to reach your final destination.



# GOLD DIAMONDS

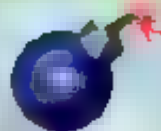
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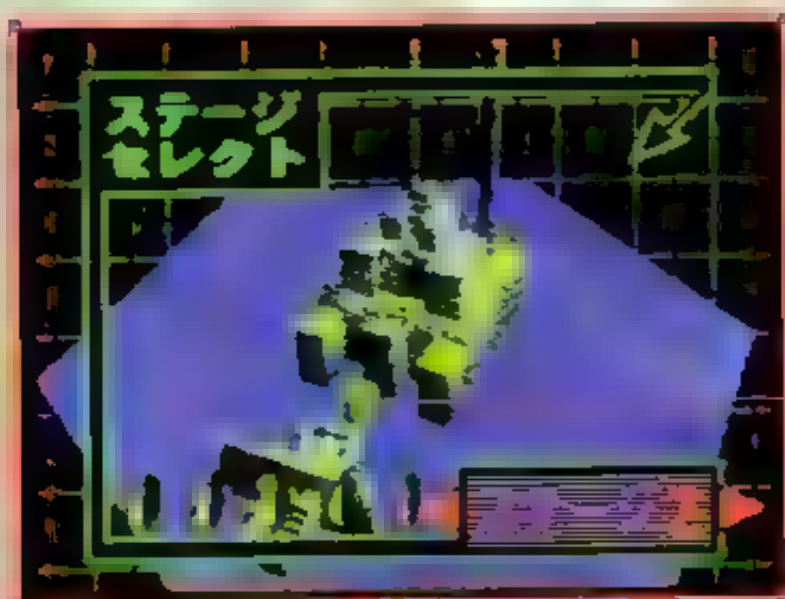
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# SUB-BOSS:

WORLD 1



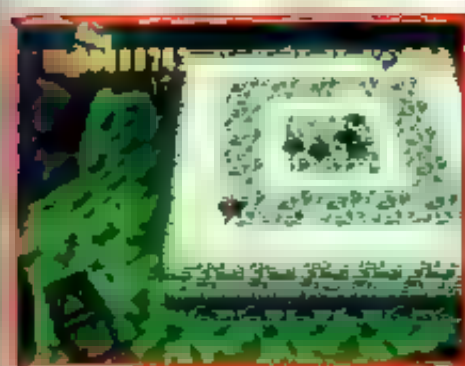
STAGE



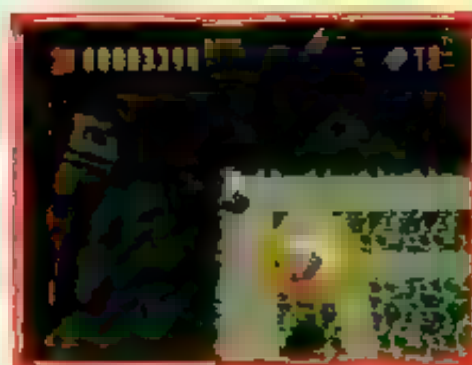
There's one sure-fire way to defeat this guy: Avoid its bombs at all costs and surround it with yours. In reality, the fight against this Sub-Boss is good for training purposes.



# BOSS STRATEGY



Your fighting arsenal consists of as many as eight bombs, and you can kick, throw, or surround it with them.



Run toward your foe, surround it with bombs and then run away. Successfully follow this strategy, and after you damage the boss just two or three times, it gives up and flies away.

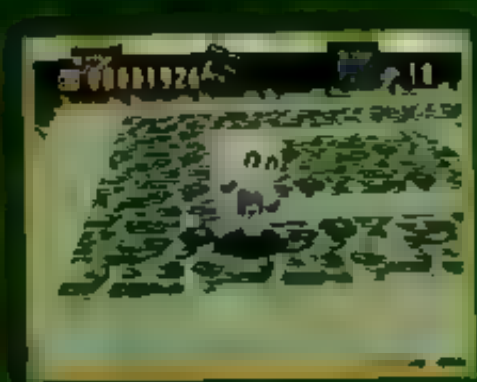


# GOLD DIAMONDS

The most difficult part of this battle is getting off the ground, because the boss has a tendency to do that.

1-5

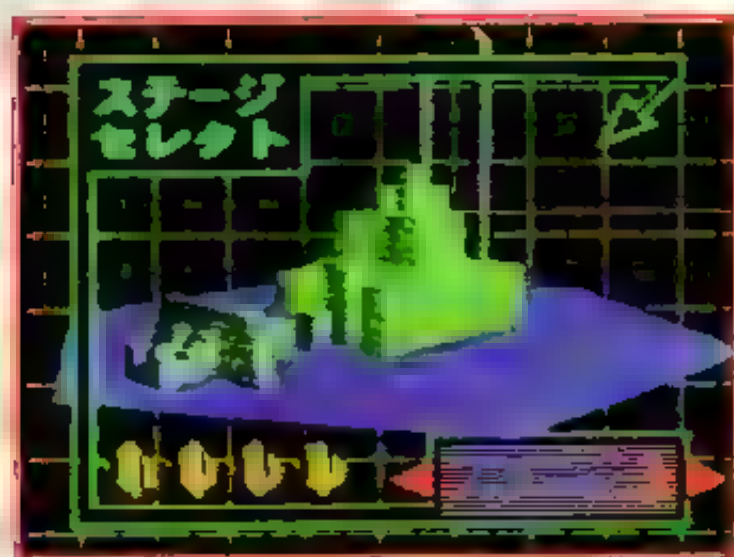
The way to beat the Gold Diamond is to jump up your bombs and then use them on the boss. This doesn't kill it, but instead it gives the boss a shock, which causes you to pick up more diamonds.





# WORLD 1,

BOOM!



— STAGE 1

## Tips



This level contains Launch Elevators. Activate these by kicking a bomb into the slot underneath it, and then standing on the platform. When the bomb goes BOOM, it's up, up, and away!



Use small bomb bridges to reach seemingly unreachable areas.



Keep a close eye on the smiling bird and notice where it puts your Blue Gem next.



To hit the floating cubes in the sky, you need to run, throw the bomb, and then detonate it when it's near the cube.



# ALIEN INFANTRY



## RED INFANTRY

Slow moving, but no real threat: they just get in the way. It takes one bomb to kill them. They're usually worth one Blue Gem.

## BLUE RAZOR INFANTRY

Psycho when activated and more dangerous than almost any of the other standard Infantry. They have one razor in each hand and reach high speeds, and are somewhat unpredictable in movement.

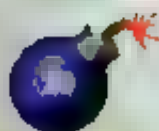


## SPINNING TOPS

Takes one bomb to destroy: also provides one Blue Gem.

## FALCON

Annoying and weird little bird. Takes one bomb to destroy: may or may not provide one Blue Gem.



# WALK THROUGH

In this strange world of manually explosive elevators and strange birds, one particularly strange bird continues to take away the large Blue Gem you're trying to get your hands on. As soon as you corral the gem, this crazy bird takes it away (as many as three times).



The most important thing to do is watch where the bird puts it (the camera shows you). That's the object of Stage 3—find the big Blue Gem!

Begin the mission by following the path to the left and eliminating a few Blue and Red Infantries in the process. To hit the floating cubes, pick up a bomb and run toward the cube so that your throw has some momentum. You can pick up a bunch of Blue and a Red Gems while you're

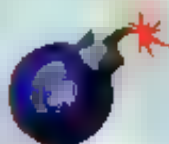
here. Then backtrack and follow the path to the right (past the path where you initially started), to begin a new set of activities.

Aside from getting the Blue Gem, there's so much more to do. You can start by blowing up the blocks to your right. After doing so, turn around to see a small, raised platform with steps leading up to it. There is a single block on the left, and probably a Blue Razor Infantry nearby.



If you want to get some Timed Bombs, which are vital to this level, you need to blow up that block. Also in this area is a cleft that you can kick bombs into. Kick a bomb into this area, stand on the platform, and then press the Z trigger to jettison to the next level.

You need to step off quickly or you'll need to perform this maneuver over again.





After reaching the second story, follow the path to the drop-off location where six stones are located. After defeating the Blue Razor Infantry, blow up the stones and collect your prize—some Blue and Red gems.

Now drop back down and aim your sites toward the as yet unexplored hallway. As you walk across the bridge, you'll notice a gray pillar in the middle of the wall under the bridge. Throw a Pumped-up Bomb at it to make the bridge collapse. This reveals a secret entrance to a portal.



The portal leads to another area, and in it is the first secret piece that will help you acquire the **ULTIMATE BOMBERMAN**. Use the portal and then take a deep breath—there's much to see and do here.

You'll notice a huge structure directly in front of you as you first enter the area. Around this structure are several paths. Choose the right path and follow it around the building. If you don't have a Timed Bomb go to the right, create a small bomb bridge, and take another right. This path leads you to a little square peninsula. There's a single block on this peninsula and, after blowing it up, it reveals another Timed Bomb power-up.



Continue your journey past the grassy area and the elevator square until you see a Red Infantry. Quickly take him out of the picture and then take a left onto the grass. Blow up the Blue Razor Infantry, and then scan the building for a secret entrance.

Upon entering the secret entrance, adjust your view until you can see inside. There are two cubes that you need to blow up; one provides you with a secret

component for the **ULTIMATE BOMBERMAN** piece.

After exiting the chamber, place your back toward the building and take a right. Walk down the stairs onto the lower platform (watch out for the Red Infantry), past two staircases, and then past a rectangular gray slab. Walk up the other stairs, use a small bomb bridge to cross onto the slab, and then do the same thing to another slab with a staircase.



Jump from the staircase over the small body of water and blow up the block to pick up a Gold Diamond. (In most cases, it usually falls, so just fall with it.) Backtrack to the building and circle it in the opposite direction (you should be moving counterclockwise). Walk over another launch square, down a short set of stairs, and then make a bomb bridge. Use the bridge to access the square peninsula that has a single square on it. Check it out—a Megabomb!

Now here's your next dilemma: How do you get to the top? Follow this path for best results. Start again at the Initial portal. Proceed to the right and take the launch pad (use a bomb to propel you to the top).

## NOTES

The left side of the building has a launch pad, too, but it doesn't go to the very top. However, if you take the launch pad to the right and blow up the cube located halfway up, you'll find another Gold Diamond!

Return to the portal and go almost to the very beginning path in the first area.

Near the starting point in this world, you will see a dragon's mouth directly across from the spot you started. Enter it and take the first path to your left.

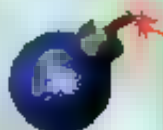


Follow this path and blow up anything in your way. Don't forget to collect gems, flames, and bombs along

the way. Many of the cubes in this area are destructible, but don't burn your bridges! At the end of the path is a Blue Razor pacing

beneath two floating cubes. Kill him and blow them up to receive another Gold Diamond.

Now return to the dragon's mouth, but don't go in yet! Take the far left launching elevator to the top to reach the big, Blue Gem.





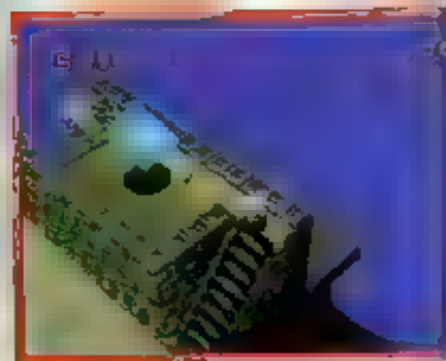
Take out a few more Blue Razor Infantry and then just as soon as you have the big, Blue Gem, the strange bird mentioned earlier in the chapter shows up and takes it to another location.

Take the dragon's mouth back to the beginning and use the launching elevator to pick up the Blue Gem again.



Once again, however, the little smiling freak arrives and almost takes away the gem for good. However, the gold bomber, your friend, stops your nemesis.

The gem's final resting place is located at the top of the tower courtesy of the blue portal. Go and get it!





# GOLD DIAMONDS

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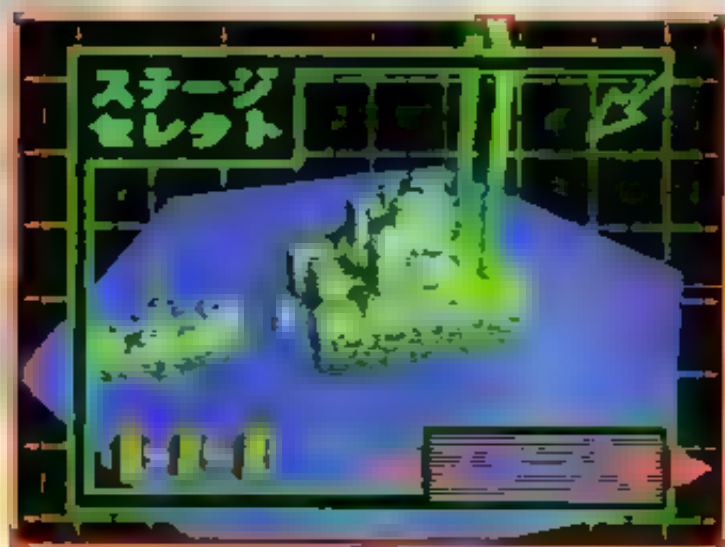
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# BOSS:

## BLUE DRAGON

WORLD 1,  
Stage 1



STAGE 1



# Tips



When battling the Blue Dragon, always aim for different body parts



When the Blue Dragon puts down its claws, it picks you up.



Bombs can bounce off this Boss, so watch out for ones that ricochet.



Don't throw bombs until the Blue Dragon blows fire.

## ALLEN INFANTRY

### BOSS BLUE DRAGON

The Blue Dragon is not very difficult to defeat. One key to a successful battle against this Boss is to wait until it starts to blow fire before you throw any bombs. Plus, vary your attack pattern. Don't always hit the same body part, attack various parts of the Blue Dragon's body if you want to acquire all the Gold Diamonds.





# WALK THROUGH

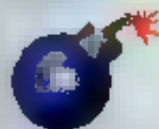
Before you begin, pump up your bombs for more damage and make sure you're clear of any subsequent explosions. Keep an eye on the dragon when it pulls back and heads toward you. When this occurs, it then circles around you, makes a screeching noise, and then comes forward and attempts to pick you up with its talons. If you're standing still, the Blue Dragon will pick you up and throw you off the bridge.



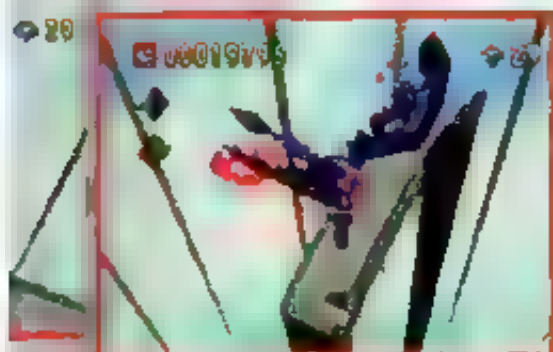
Another sure sign that the dragon is approaching occurs when it lifts up its talons into the air. This is a definite sign that it is about to grab you.

## NOTES

It's best to hit the Blue Dragon on its limbs for points.



When it approaches and then sits still, throw a bomb toward it. After a successful hit to a part of its body, the Blue Dragon catches fire.



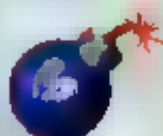
After two hits to the same part, it begins to blacken and you're rewarded with a Gold Diamond. This should provide you with a good indication of where you need to aim next.



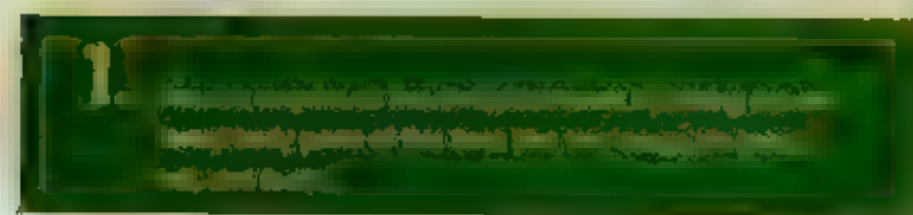
## WARNING!

There is one dangerous aspect to fighting the Blue Dragon: when you're battling in close, it can deflect the bombs back at you.

It's best to throw bombs when you're located near the inside of his wingspan, rather than too far outside it, where it can deflect them the most.



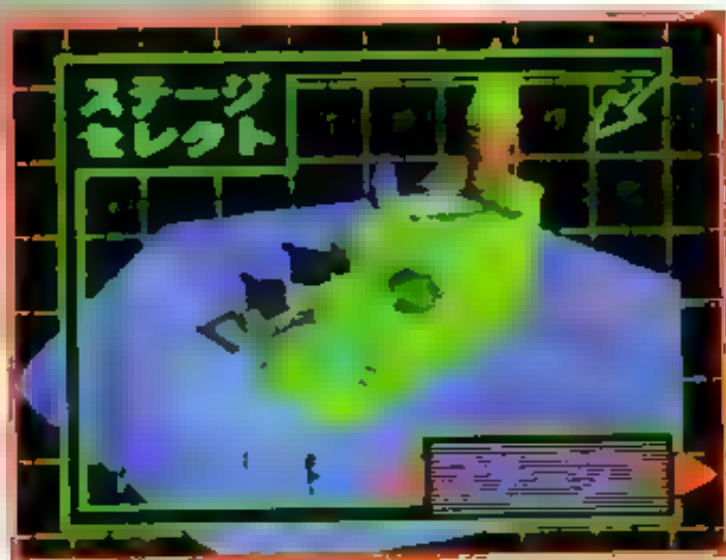
# GOLD DIAMONDS





# RED BLUE RESORT





WORLD 2,  
BOMB



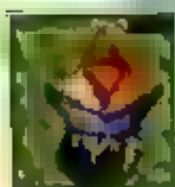
STAGE 1



# Tips

-  Look for Gold Diamonds under random planters.
-  These cute Butterflies are actually extra lives.
-  Use the moving shadows to trace the path of cannon shots.
-  There are some buildings that have subtle, narrow black slits in them. Throw some bombs into these crevices, and watch the evil residents get burned out!

## ALLEN INFANTRY



### Slow Moving

Slow moving, but no real threat. They just get in the way. It only takes one bomb to kill them. Worth one Blue Gem usually.

### Psycho Infantry

Psycho when activated and more dangerous than almost any of the other standard infantry. They have the fuser in each hand and reach high speeds, and are somewhat unpredictable in movement.

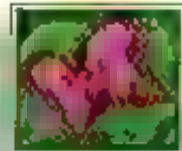


### Train Infantry

They produce nothing and hold around on railroad tracks. They're faster than you and can catch up quickly. It takes a Megabomb or Pumped-up Bomb to destroy these infantry.



## BUTTERFLIES



As harmless as butterflies... However, these gentle creatures are good for extra lives and thus should be eliminated when necessary.



## WALKING FISH

Swimming in water, these odd amphibians walk around with bird feet and go crazy when approached. Unpredictable patterns, one gem received for each one destroyed.

## BLUE BLOWFISH



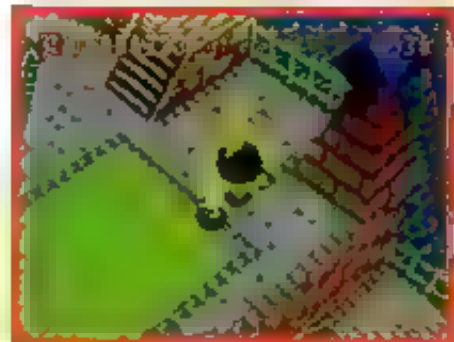
It takes as many as 10 large bombs to destroy these things. They produce a Red Gem, although they're hardly worth the effort and time. They're usually harmless.

# WALK THROUGH

This world seems to resemble a place like Italy or France based on the charming music, rustic setting, and all the bridges and waterways located throughout.



Your goal in this Stage is to lower the bridges and cut off the water supply so that you can get to the end. First, follow the tracks until you reach a series of crates. Take note of the large bridge that, at this point in time, you are unable to lower.



However, later in this level, you'll be able to access this bridge using the Megabomb. Continue your journey and ascend the stairs, take some time to look around while you're here. You should see a house to your left and a tower to your right.





## Tips



Remember the Butterflies? Take out this one to gain an extra life.

Take out the trees while you're at it to pick up some Blue Gems. (Later, on your return trip, you can take them out again for some Red Gems!) Basically, blow up everything in sight and head for the stairs. Use a Pumped-up Bomb to lower the walkway and then take out the Green Rifle infantry who's kicking two bombs. You can now easily pass through.

Now that you've reached the second platform, you need to first take out the trees. Why, you ask? To prevent those sneaky infantry from sneaking up on you. As a last step, take out the cannons.

## Tips

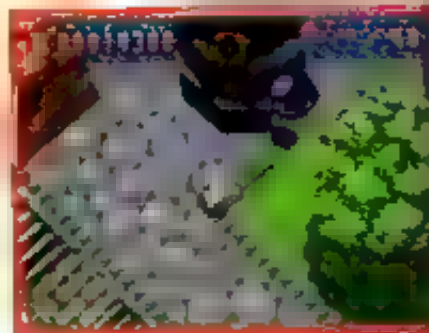


The cannon on the far right is impossible to take out without the help of a Timed Bomb, so concentrate your initial efforts on the far left one.

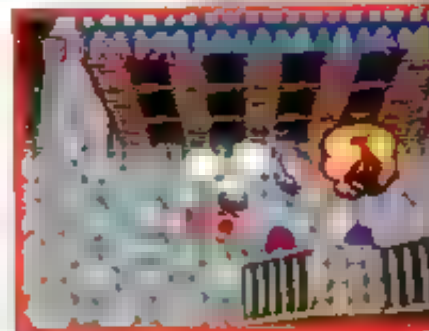
As an alternative, you can go to the colorful planters on the split level on the other side and blow them up. They contain the Timed Bomb power-up.

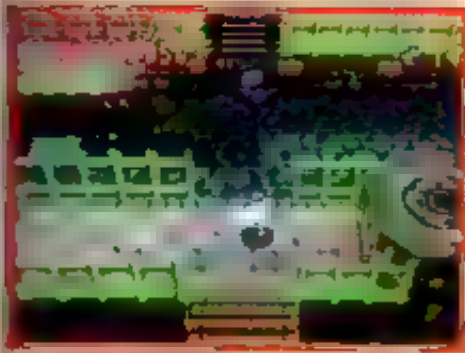


One of the most sinister things you can do to collect gems is to locate the open window in the brick houses, and then throw a bomb inside. During the ensuing commotion, about 10 infantry come flying out—each of which turn into Blue and Red Gems!



Before reaching the next split level, turn left and lower a bridge. There are two cannons here, so blow them up and take note of the bridge that eventually lowers.





Now go back and walk up the stairs, knocking out the Red and Green Rifle Infantry so you can climb even higher

At the very top are two staircases, one to the left and one straight ahead. Go straight ahead first and clear out that area. You will find a Gold Diamond hidden in a crate that sits behind a large tower with a green roof. You'll need to blow up a block or two to reach it. Now head toward the second



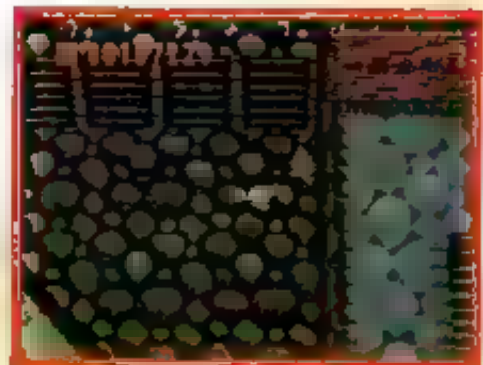
staircase until you see a tiny little staircase leading to a blue platform. Stand on the platform, and watch as the water below slowly begins to drain, enabling you a clear path to explore.

Descend the stairs, Bomberman! Walk through the area and blow up crates and everything else in your path. If you're feeling lucky, you may want to annihilate the Blowfish; however, they're really that tough.

## NOTES

The rewards for killing a Blowfish are great. When you kill one (after about 10 bombs), you receive a Red Gem.

One of the last boxes should produce the Megabomb!



Now go back the way you came and head toward the previously inaccessible bridge. (Remember? Earlier it wouldn't lower.) Throw a pumped-up Megabomb toward it and stand back. The resulting explosion causes the bridge to lower! On the right you can clear out more militia and collect lots of gems, but to the left (at the far end) is a chamber that contains a Gold Diamond.





Now you can drop down to another area, so go back across the bridges, and then up and down the stairs. After traveling through the old waterway for a second time, go to the end and drop off. This path leads to another point of passage. Stand on the blue button and watch another area rise out of the water.

Blast down the bridge and cross over it; do things

look familiar? They should. You're back at your initial starting position—with the exception of a few little things. Cross back over the bridge and descend into



the old waterway.

Leap off the dry

waterfall and then

climb up the stairs

on the other side. After doing this, you can see an

entrance to the building where you first started, except

this time you can go inside.



Kick a bomb inside and then

right after the explosion, run in to pick up your sur-

prise—the **ULTIMATE BOMBERMAN** piece! The next

thing you'll notice is the lost blue button. Kill the Green

Rifle Infantry and

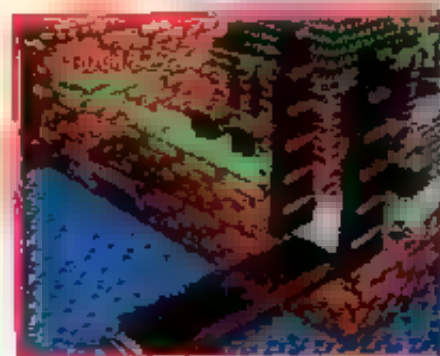
then stand on the

button to lower the

bridge. You've just

finished Stage 1 of

World 2.





back  
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# GOLD DIAMONDS

1

2

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# SUB-BOSS:

WATER LORD

WORLD 2,



STAGE 1

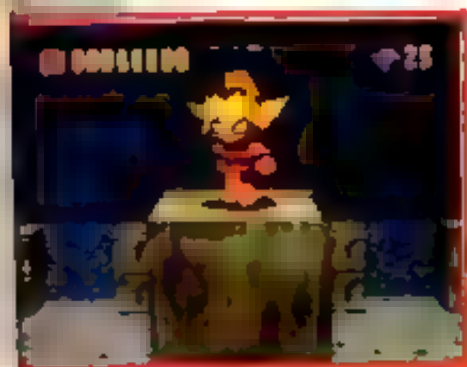


# Tips

- Throw Megabombs at the Water Lord's head to obtain Gold Diamonds.
- Watch out for three-shot fireballs, which burn for a few seconds after hitting the ground.
- Surround this Sub-Boss with layers of bombs, which prevents it from kicking them away.
- You can avoid the Water Lord's fireballs by standing far away from it.

## ALLEN INFANTRY

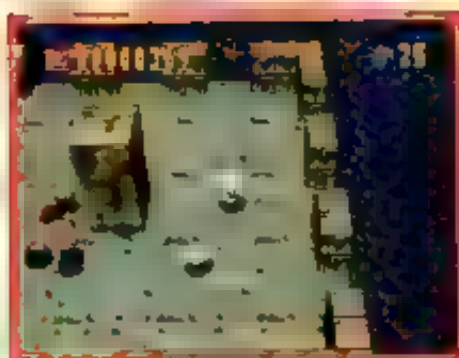
### SUB-BOSS: WATER LORD



The central goal here is to kill the water head and the best way to achieve this goal is to follow this plan of attack. **A.)** Surround him with layers of bombs, which prevent it from kicking them away and **B.)** Throw bombs at its head. After five hits to the Water Lord's head, you'll receive five Gold Diamonds, plus the waters will stay clean and clear forever more.



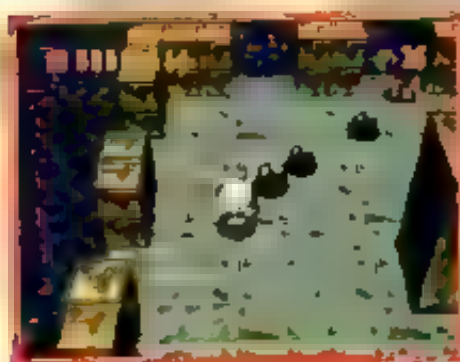
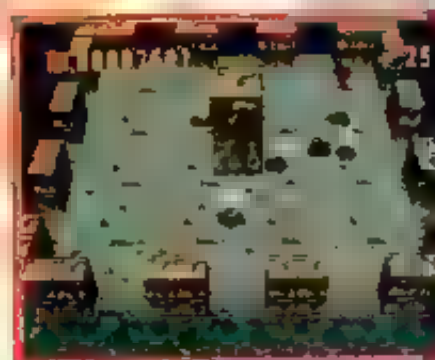
# BOSS STRATEGY



Beware of the Water Lord's fast three-shot blasts, and its ability to hover at any given instant.

These blasts don't burn out quickly, so wait a second or two before moving into position or you'll turn into a sizzled char-

bomber! It's best to stay at long distance when fighting the Water Lord, because it has a definite speed advantage against you.





# GOLD DIAMONDS

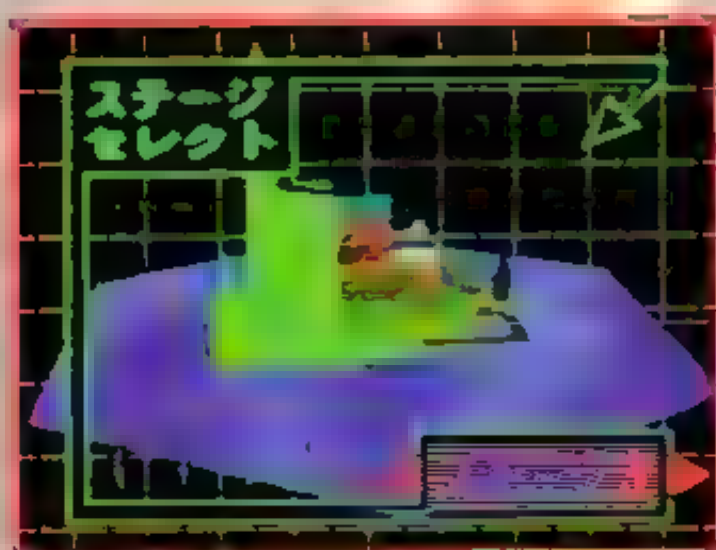
1-5

THESE GOLD DIAMONDS ARE GIVEN BY THE  
FEDERAL BUREAU OF INVESTIGATION TO THE  
PERSONS WHO HAVE BEEN FOUND TO BE  
WORTHY OF THE HONOR.



## WORLD 2,

EXPLORE



STAGE 1

## Tips

- Watch out for those blasted cannons! Follow the shadowy path of the cannonball shot to stay clear of them.
- There are some weird fish with feet on this Stage. They are very quick and move about sporadically, so steer clear of them.
- Blow up every planter—three of the Gold Diamonds are hidden in them.
- Use three Megabombs to push back the wall that has the fiery emblem emblazoned on it.



# ALTEN INFANTRY

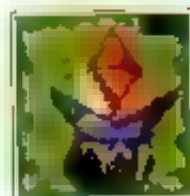
## BLUE RAZOR INFANTRY



Psycho when activated and more dangerous than almost any of the other standard infantry. They have one razor in each hand and reach high speeds, and are somewhat unpredictable in movement.

## RED INFANTRY

Slow moving, no real threat: they just get in the way. It only takes one bomb to kill them. They're worth one Blue Gem usually.



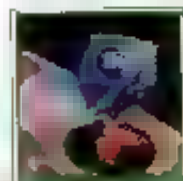
## GREEN RIFLE INFANTRY



Similar to a Red infantry but with a rifle. They're slow, and usually avoidable. They carry a wide range of rewards.

## WALKING FISH

Swimming in water, these odd amphibians walk around with bird feet, and go crazy when approached. Unpredictable patterns. One gem is its usual prize.



## BLUE BLOWFISH



It takes as many as 10 large bombs to disable these creatures, plus they produce a Red Gem, although they're hardly worth the effort and time. They're usually harmless.

## BUTTERFLIES

As harmless as butterflies. However, these gentle creatures are good for extra lives and should be exterminated when necessary.



# WALK THROUGH

This stage isn't too difficult, but there are some nasty cannons that really make things tough in the beginning. At first, you need to collect bombs and keep an eye out for cannonballs from a variety of cannons. Go to the end of the path to pick up some goodies, and then pass under the bridge and into an enclosed plaza for more.

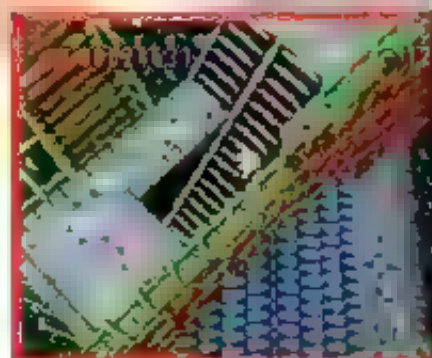
## WARNING!

Be careful while in the plaza. Just remember to watch for shadows of the cannonballs.



Enough playing around—climb the stairs to start taking out those cannons!

Make your way along the path and then hit the second cannon at the far end. The middle one is too high for regular bombs to reach, so you'll need to find a Megabomb to finish the job.



Take out some Infantry and then hit the Butterfly to pick up an extra life. Locate the stairs and climb up them. Now it's time to pump up a bomb so you can lower the drawbridge. At the other end is a planter with a Gold Diamond. Go up the extended staircase and pass through to the next small platform, where two Infantry guard a planter that also has a Gold Diamond.

Now descend the small set of stairs and lower the bridge so you can step on the blue button and lower the gates.





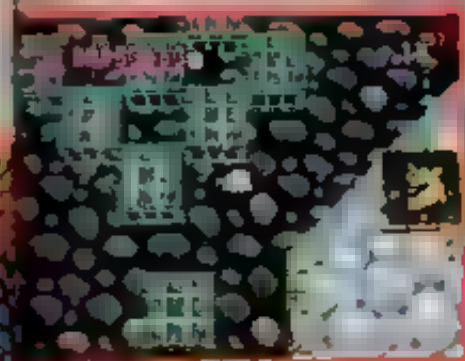
# WARNING!

Be careful at the end of the platform. There may be an Infantry but there may also be a planter with a possible Gold Diamond

Retrace your steps until you reach the previously unreachable cannon, and then take a left. This takes you to an area that you can now cross.

## NOTES

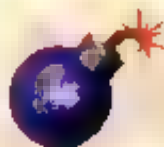
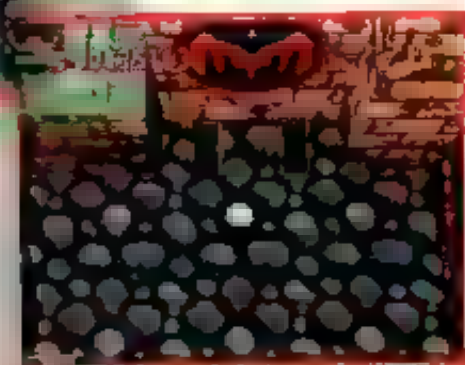
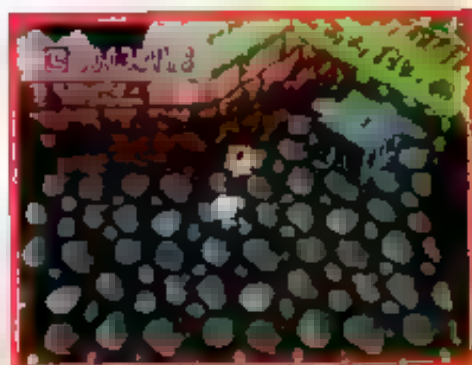
Don't forget to explore the very end—you don't want to miss the planter and yet another Gold Diamond.



Go back up past the cannon and over the bridge, so that you drop down into yet another once-watery area.

This area contains all sorts of cool things. Directly under the bridge are two boxes, one of which contains the Mega-bomb so grab it!

Now look toward the wall that has the looming bird emblem.



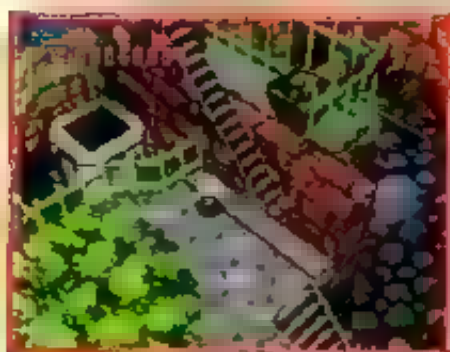
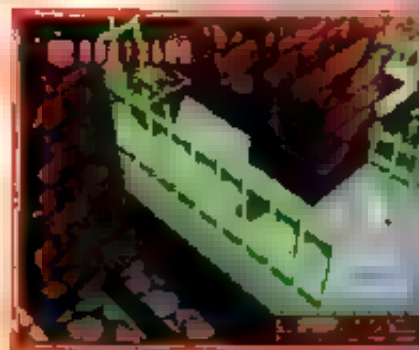
Drop a few Megabombs near the base of the wall and push it back. Employ this strategy three times, and a cut scene displays the exit.

Now with the Megabomb in your possession, go blow up that last annoying cannon. This is not mandatory, just very, very, VERY satisfying.



Continue up some more staircases until you reach the platform with the massive staircase on it. There should be a lowered drawbridge nearby.

But before you go up the steps, cross this bridge, and then spin around as the path turns. Drop a bomb near the planter to obtain yet another a Gold Diamond.



All that remains is a simple walk up the stairs to finish this stage!



# GOLD DIAMONDS

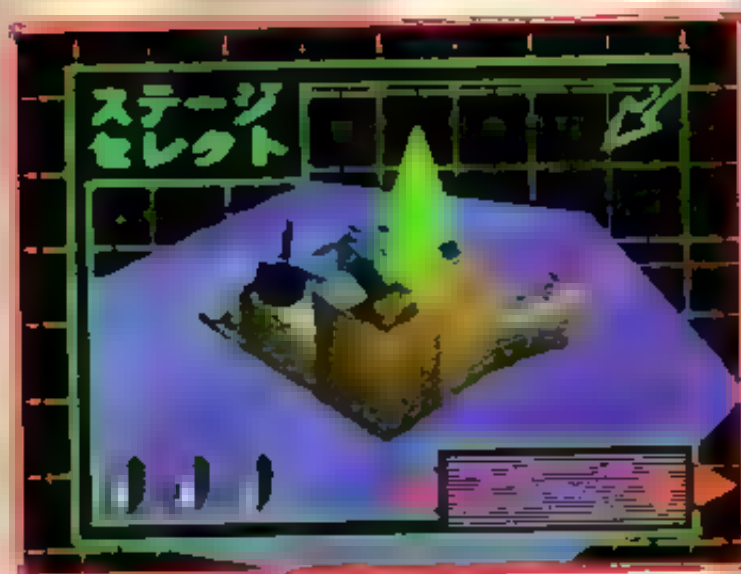
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# BOSS:

## GIANT PURPLE ANGLER

WORLD 2,







STAGE

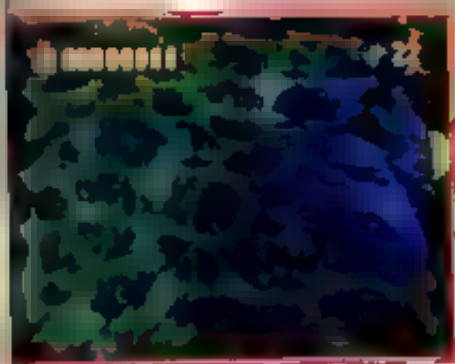




# Tips

-  Concentrate your first attack on blowing up the Angler's weird limb.
-  To avoid falling off the raft, push forward when a wave appears.
-  If the razor slices your raft, it's best to stay on the right side of the raft.
-  The best time to unleash a bomb at the Angler is just after it submerges and when it re-emerges. (You should also get some Gold Diamonds for this, too!)

## ALTERNATIVE INFANTRY



### BOSS GIANT PURPLE ANGLER

This may be one of the most difficult Bosses because your raft ends up getting reduced to one log from what originally starts as 10!

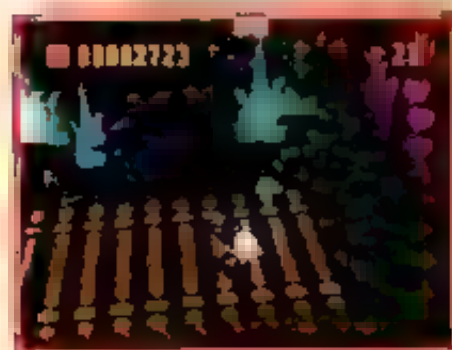


# BOSS STRATEGY

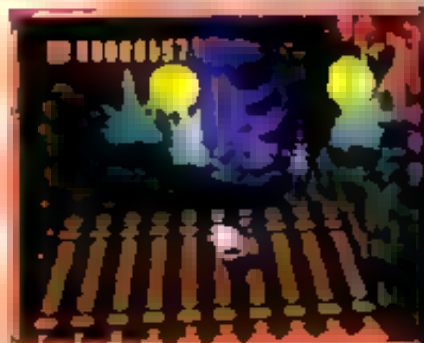
The fastest way to kill the Giant Purple Angler is to wait until it comes close to you. When this occurs, launch a Pumped-up Bomb at its weird-looking limb. As is the case with the other Bosses, on successful hits you'll see a pink heart on the right side of the screen disappear.



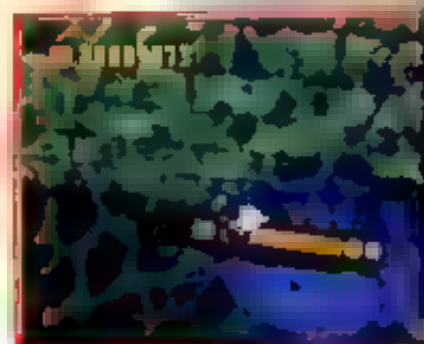
After whomping it a few times with some spectacular bombs, the Angler might disappear and then reappear on the same side or the other side of the raft.



As is the case with the Blue Dragon, bombs can bounce off its club-like limb, so avoid destroying yourself in the process. The Angler is extremely unpredictable, which makes defeating it all the more fun (or agonizing, depending on how late at night you're playing).



After whomping it a few times with some



As it reappears, it flings its club to one side and then to the other side of the raft.

When this occurs, quickly run from one side to the other to avoid its pounding force.

On the other hand, the Angler might go under and reappear on the other side and blow damaging bubbles toward you. However, there's a remarkably efficient way



to clamp down on the Angler's nasty attack method. To put a halt to these shenanigans, launch a Pumped-up Bomb at its back as soon as it surfaces. You'll see a few bubbles appear in the water, not to mention the acquisition of a Gold Diamond and the loss of one of its hearts!

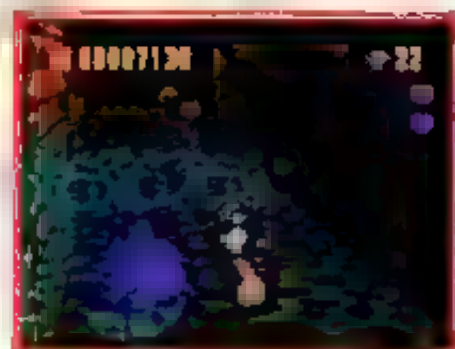
To make matters more difficult, however, the Angler might do something more drastic. It might fly into the air and send two razors at your pathetic little raft.



If this is the case, it's best to move to the far right of the raft to avoid a major headache.

Occasionally, the Angler may go for the opposite side, but rarely. Remember, too,

that a wave of water always follows these razors, which means you need to push forward against it to stay afloat.



Continue to unleash bombs into the Angler's face, but always make sure you take out its club-like limb first. To avoid problems, it's best to eliminate this Boss quickly because the longer you play it, the more difficult it becomes to defeat it! After hitting the blue-gilled one approximately 3 to 6 times, it sinks down into the water, never to be seen again.



# GOLD DIAMONDS

1-5

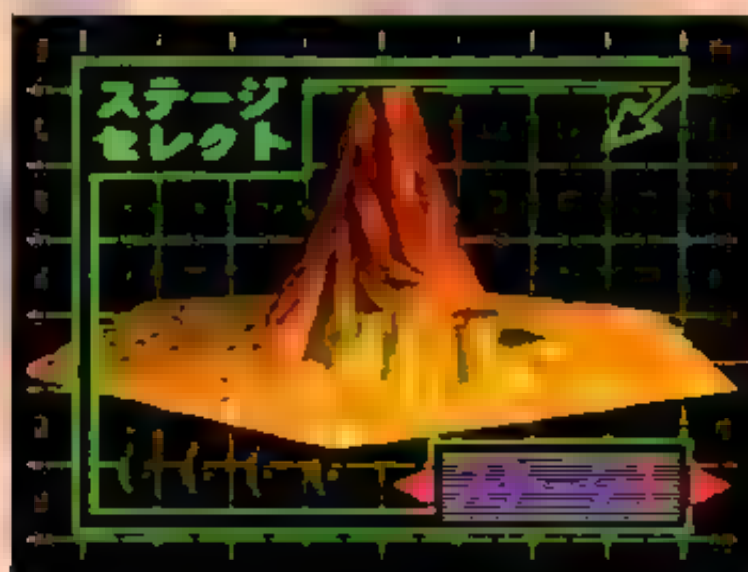




# MR. ED MOUNTAIN

WORLD 3,

SECRET



Secret



# Tips



Beware of the fireballs that shoot through metal bridges—they'll get you every time.



Backtracking is essential to getting all of the Gold Diamonds.



Timed Bombs and Megabombs are also essential during your journey. Keep them in your arsenal at all times!

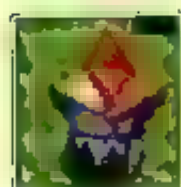


Only Megabombs can blow open metal doors.



Rock Top Flammers can blow up bombs. Walk in front of them to make them aim one way, and then go behind them for a clear, safe path.

## ALIEN INFANTRY



### RED INFANTRY

Slow moving, but no real threat. They just get in the way. It only takes one bomb to kill them. Worth one Blue Gem usually.

### BLUE RAZOR INFANTRY

Psycho when activated and more dangerous than almost any of the other standard Infantry. They have one razor in each hand and reach high speeds, and are somewhat unpredictable in movement.

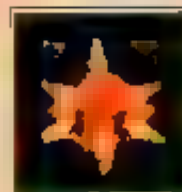




## ROCK TOP FLAMERS

Disguised as rocks, these ruthless imposters will kill you with a single fiery breath. It takes eight Megabombs, and as many as 30 regular bombs to kill them. They produce extra lives and are worth the extra time to kill.

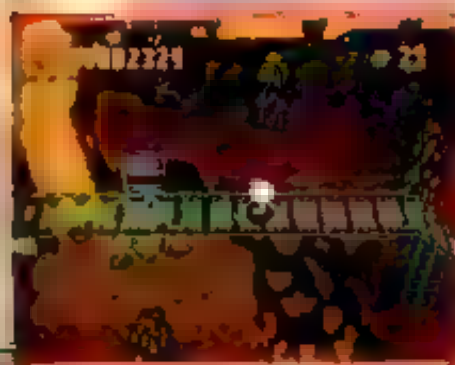
## SPARKS



Sparks only appear in dark caverns. They split into two when hit and usually travel toward you in groups. Never let too many hang around. They produce nothing sometimes, and often times they produce Gold Diamonds.

# WALK THROUGH

In this unsettling land of volcanoes and fire, with giant spitting tops and spontaneous snafus of heat rising through bridges at every corner, it's no wonder Bomberman wants to find the exit quickly. The difficult part, however, is finishing off the level. To wrap things up, three levels must all be activated in a timed sequence, or the final door won't open up. Let's get started and discuss the path you need to follow to get there.



At your starting position, blow up all of the rock formations on the plateau. Be aware of the giant meteor-like fireballs that appear from time to time. A shadow indicates the exact location of each fireball.

Cross the bridge and walk down into a larger platform. There are three Rock Top Flamers here, enemy creatures that resemble pinnacles, but they actually squirm around and blow flames at you.



# NOTES

To kill the Rock Top Flamers, you need to drop close to 50 regular block bombs on them or about 10 Megabombs.



One way to cease the onslaught of the Flamers is to lay a bomb near them, and just as they're about to spit the bomb will halt their progress. These flamers usually offer up some good stuff, too, like extra lives.

Do you notice anything peculiar about the giant stone block? You can knock it flat by using a Pumped-up Bomb, but this is something you can do on a return trip.

After collecting all the goodies, including the Blue and Red Gems, flames, and bombs take the bridge over to a small, square platform.

# NOTES

Make a mental note of the metal bridge and the metal door—you'll need them both on your return trip.

Take the path that is created after a brown metal ledge rises. The other path leads to an area that is currently inaccessible. When you appear on a narrow path, adjust your view and follow it to the first split on the left, which takes you over a bridge that runs directly over some lava.





# WARNING!

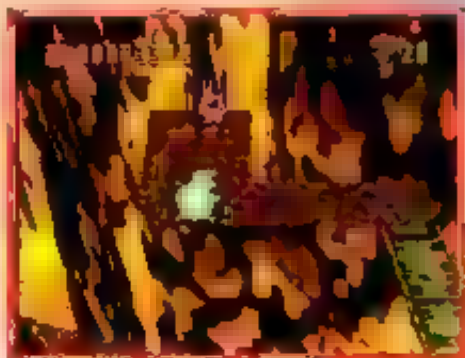
The trek over the bridge is anything but simple. You must time your approach over it, because two lava balls appear after Bomberman takes approximately three steps.



After reaching the other side, only a Red Infantry and a rock appear. It's best to blow up the Infantry first and then the rock. Why, you ask? Because the rock reveals a Timed Bomb, and it likes to float off the edge of the ridge quickly. If an Infantry gets in your way, you're more likely to lose the bomb. Now return and walk to the end of the main narrow path.

Time your walk across the next bridge, because about three or four fireballs shoot through the metal walkway. Wait for the closest one to rise up and then descend; when this occurs, run across to the other side. The next plateau is littered with rocks, two of which are baddies. This presents a good opportunity to stock up on flames and bombs.

Then take the next walkway to a small ridge that has three bridges. Take a left—but watch out for fireballs—and then run to the far side of the little island, where two Rock Top Flamers rest. You may be thinking to yourself, "This is a suicide mission!" To the contrary—this marks the location of the first Gold Diamond.



## Tips



The Diamond is hidden under the second rock from the Rock Top Flamer at the far side of the area.

Blow up the remaining rocks to get flames as well. You have a choice between two paths to exit the area, although each is somewhat risky. Either scoot around the Rock Top Flamer nearest the bridge, or blow it up first.

Leave that little island, take the bridge back to the connecting rock, and then follow the bridge that you haven't used. You then appear in a plateau with some Rock Top Flamers and a bridge that leads to a similar area with a lead door.

## Tips



The door can't be blown open until you find the Megabomb, which is located near the end of the stage.

On this lower plateau a red bridge covers an area that's full of lava balls. There's a single rock at the end of the path, worth one measly Blue Gem. A brown ledge, however, at the far end of the big plateau is the safest path. Walk up it, carefully stepping over the two red bridges, but watch out for the fireballs shooting up through them at regular intervals.

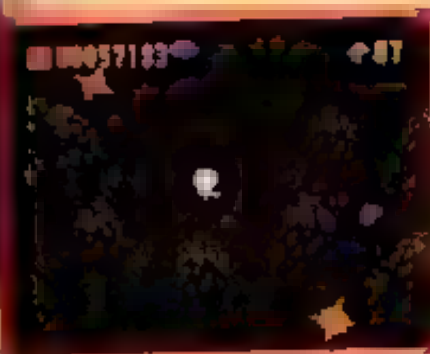
The next higher plateau provides you with the Megabomb. Dispense of some rocks along with some other baddies, and then take out the rock at the far left side to pick up a Megabomb. Beware of the Rock Top Flamer on the far right side of the area.



Now it's time to backtrack your path. Your first stop is the last plateau, the one with a metal door.

Step in front of the Rock Top Flamer (on the opposite side of the door) and then back up so that it blows a flame away from the door. These guys are slow in making





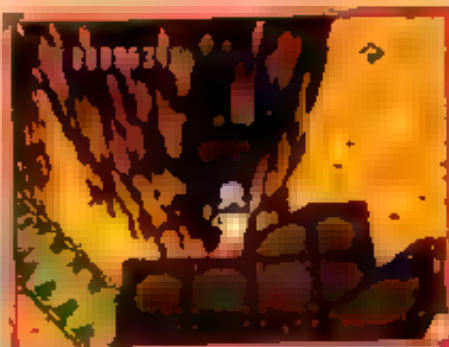
their rounds, so you should be safe from most attacks. Then go toward the door, pump up a Megabomb, and stand back.

Once inside, you'll notice that the area is completely black.

On the right is a furnace, but don't drop a bomb near it—walk away and then set it off. Amazingly enough, this turns on the lights!

This little secret spot is loaded with Blue and Red Gems and a Gold Diamond!

There are also evil little flame monsters that we'll call Sparks. When you bomb them, they split in two. One of the last Sparks you kill delivers yet another Gold Diamond. Blow up all of the rocks, collect the gems, pick up the Gold Diamond, and get out of there! You have some more exploring to do.



Backtrack all the way to the first brown ledge. Plant a Megabomb near it to open it up, and then build a bomb bridge using only two large bombs. This will grant you access inside.

The best way to approach this is to throw one large bomb directly in front of the door, and then follow it up by throwing one more directly to the right. Jump off the ledge and angle toward the door to enter. This secret cavern is similar to the first one—drop a bomb and then walk away. When the lights are on, drop some bombs to kill the Sparks and destroy some rocks.

Now leave this area and take the bridge from that small plateau that you haven't used yet. Take the next bridge down to a metal area, where at least one Blue Razor Infantry is waiting. When the area is clear, lay down a bomb to open the door—now you can enter

## NOTES

A rock on the side nearest the furnace delivers an ULTIMATE BOMBERMAN piece.





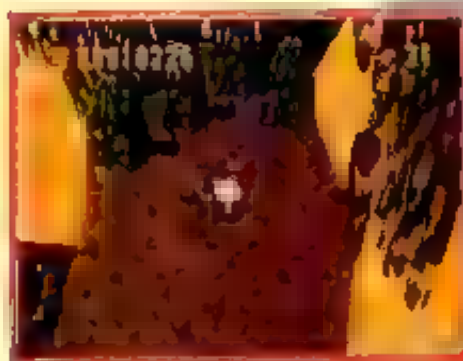
Use the same technique here as well. Drop a bomb near the furnace and then walk away. One of the smaller Sparks delivers the third Gold Diamond. There are also some gems to add to your collection. Now return to the second plateau and drop a Pumped-up Bomb or a Megabomb in front of the giant block, which lowers the plateau. Follow the path to the second plateau, and do the same to the next block.

## Tips



A single *Megabomb* produces enough force to blow up a lot of rocks, which are loaded with gems.

The next series of bridges lead to two small plateaus, one higher than the other, with rocks on top.



The rock closest to the bridge on the upper ridge contains a Gold Diamond.

Now take the next bridge up to the last plateau. There are two Rock Top Flammies here—it is highly recommend that you blow them into little tiny pieces of sand. Below you now is the last part of the stage. There are two

small ridges resting just below, one smaller than the other, plus it contains a rock and a broken bridge. The **ULTIMATE BOMBERMAN** place rests in this location!





This piece is extremely difficult to get, but you can approach this task in one of two ways. First, you can lock a bomb onto the rock, and use the Right Shift button to stop it directly on top of the rock. Then trigger the explosion and jump to get the piece as quickly as possible. Second, because you have an extra life in your possession, jump down to the bridge, and let the bomb explode (which causes you to lose the extra life in the process). You may have just lost a life, but you've also

joined the **ULTIMATE BOMBERMAN** piece. This second path is probably the easier of the two, because you're closer to the piece, and it quickly falls off the tiny little rock.



Prepare yourself—the most difficult part of this Stage is yet to come.



Climb up the metal girder but stay on the gray colored side of it. Watch the fireballs fly up and down, but note the location where they appear (they will continue to come from those same spots again and again).

Directly across from you are three levers. To leave this stage, you must throw all of the switches to the down position. You can use normal bombs to throw the middle and right levers, but

the left one needs a big bomb to set it off... and it happens to be farther away than the others.

Using a running start, begin with the left lever and work your way across. You've completed the Stage when all three levers have been thrown!



# GOLD DIAMONDS

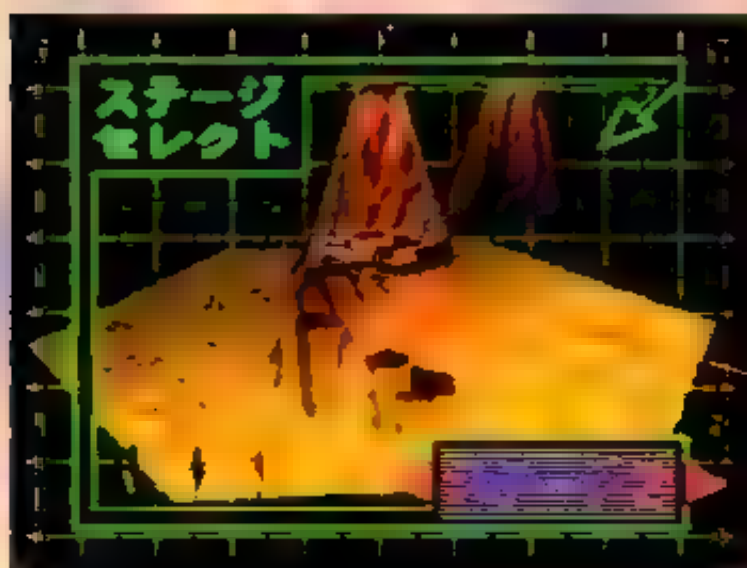
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# SUB-BOSS:

ROCK

WORLD 3,



# Tips

-  Circumnavigate the area, but stay near the perimeter of the area to avoid the Sub-Boss' green shell.
-  If you get knocked out, repeatedly move the joystick back and forth to regain consciousness more quickly.
-  Quickly move the joystick back and forth to jump out of the the Sub-Boss' hands if it picks you up.
-  It's best to kick bombs at Rock and surround it; throwing bombs is just too slow of a process.

## ALien INFANTRY

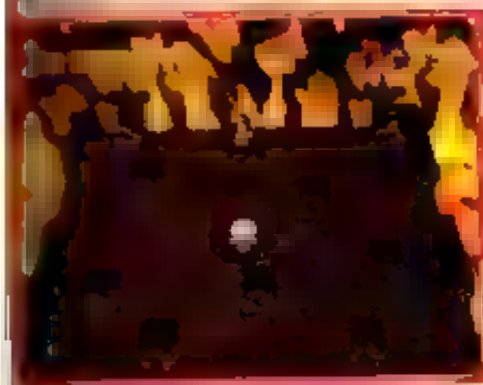
### ROCK: SUB-BOSS

Rock has super speed, plus it likes to pick up Bomberman and throw him out of the arena and into the fire—literally!





# BOSS STRATEGY



Rock chases you down and then unleashes a green blast similar to a shield, which radiates about five or six steps around this blocky creature.

The blast stuns you when you get hit by it. While you're stunned, Rock picks you up like a wild wrestler and attempts to throw you out of the arena.

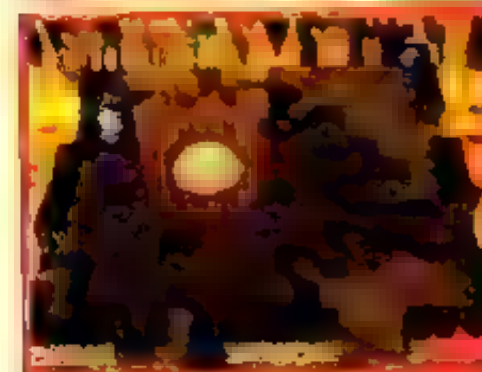
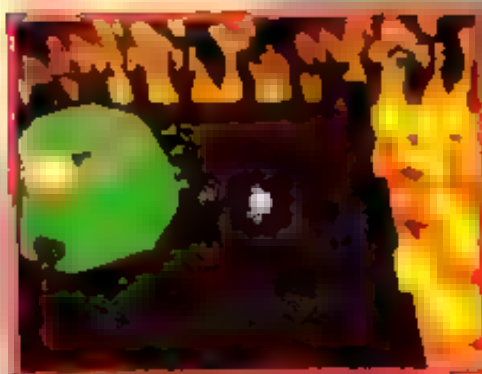
Keep in mind, though, that you can wiggle out of Rock's hands by repeatedly moving the joystick.



The best way to defeat Rock is to use the same strategy suggested for other Sub-Boss confrontations.

Run around the perimeter of the arena and when it pauses or starts to kick bombs, kick bombs at him or surround him with your own bombs.





During this Sub-Boss battle, you start with only two regular bombs; however, you can earn more by making contact with Rock. This is accomplished by wriggling of his hands and by knocking off his life points. Hitting it with bombs and knocking it on the head, knocks out Hearts as well.

Recover as many of these hearts as possible, because they can be beneficial later on. It only takes three major strikes to defeat this silly fool, but it may take a few tries to get the hang of it.



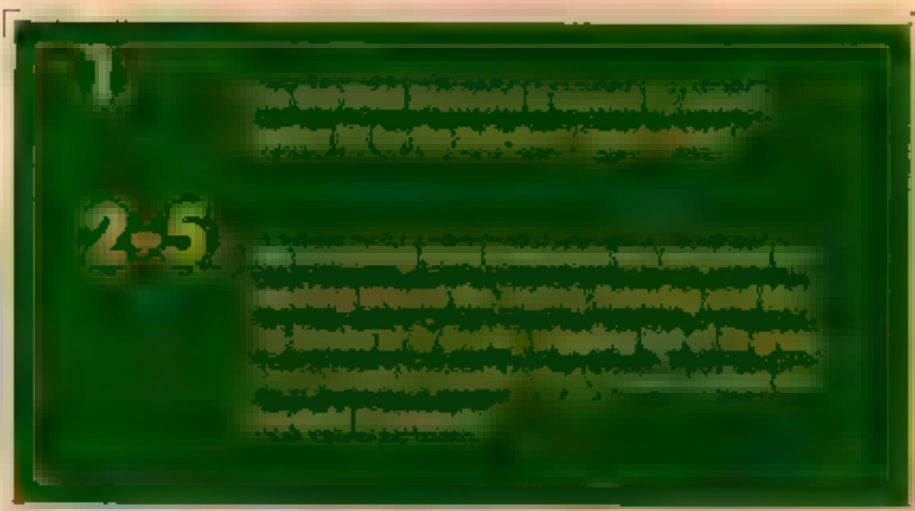
# NOTES

You can actually chase Rock around the area, and you can touch it. If you can get close enough to it before it can create a shield, it turns and runs.



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pling out

# GOLD DIAMONDS



# MIRRED MOUNTAIN

WORLD 3,



Star





# Tips



Keep the camera view behind you at all times. Changing railroad tracks makes it difficult to get a perspective on your exact footing.



Green Coal Mine Infantry are very fast; never second-guess how close they are.



Look in floating barrels to discover Gold Diamonds.



When using bombs against Sparks, sparks will fly—literally. Make sure you're far away when the bomb collides with the baddies.

## ALTERNATE INFANTRY



### RED INFANTRY

Slow moving, but no real threat; they just get in the way. It takes only one bomb to kill them. Worth one Blue Gem usually.

### GREEN PICK-AXE INFANTRY

Green Infantry with pick axes. These guys are fast and dangerous. One hit and you're dead. They produce random goods, usually flintres and bombs, but occasionally gems.





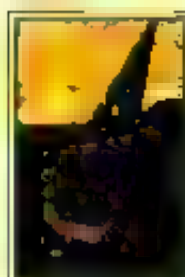
### GREEN INFANTRY (IN MINE CARTS)

They produce nothing and hang around on railroad tracks. They're faster than you and can catch up quickly. It takes a Megabomb or Pumped-up Bomb to destroy them.

### BATS



Worthless and stupid, these one-eyed creatures are actually kind of cute, but they rarely attack and they don't produce anything.



### ROCK TOP FLAMERS

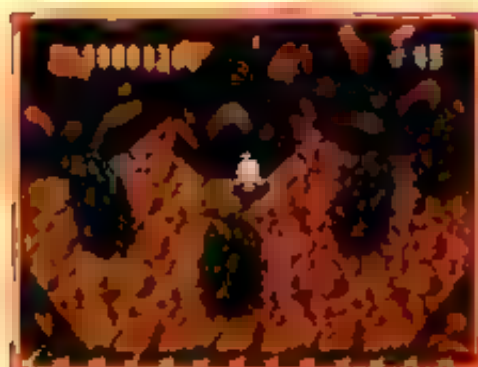
Disguised as rocks, these ruthless imposters can kill you with a single fiery breath. It takes eight megabombs, and as many as 30 regular bombs to kill them. They produce extra lives, and are worth the extra time to kill.

### BLUE RAZOR INFANTRY



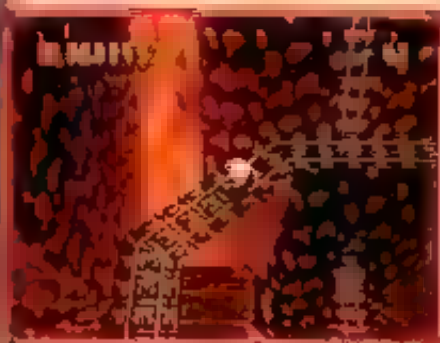
Psycho when activated and more dangerous than almost any of the other standard infantry. They have one razor in each hand and reach high speeds, and are somewhat unpredictable in movement.

# WALK THROUGH

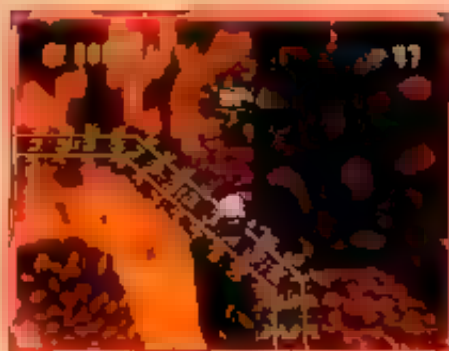


Start this stage off by blowing up the four rocks around you, and then pick up the flames and bombs. A Green Mine Cart Infantry appears on the tracks after 10 seconds or so. Pumped-up Bombs destroy these guys, but they don't provide any retribution.





Now blow up the stoplight. As soon as a cart runs by, follow it. It's faster than you, but you just need a bit of a head start. Run to the other side, one platform away from the



one on which you started. There should be two Green Pick-Axe Infantry awaiting your arrival.

## Tips



Take care of these baddies and blow up the rock and the stoplight to pick up a Timed Bomb and a regular bomb.



Now return to the halfway area and go inside. Then follow the tracks until you arrive in a new area.

Directly in front of you should be some more Infantry. Be sure you avoid falling into the spikes, because they'll make mincemeat out of you.

Take note of the unit arrow—you'll return here soon to

turn it on. Backtrack to the beginning of this area and drop off to the right (as a reference point, the entrance should be to your back). This places you near a hill with rolling boulders.



The goal here is to step on all four lights, which turns them blue. Wait until the closest boulder has passed and then run up the hill, resting on the first ledge to the left. Step on the red light, then walk up, turn left, follow the path to the end, and tap the light. You can even blow up the barrels to obtain some bombs or flames.





Now line up Bomberman with the point where the boulders drop (watch the shadows as an indicator). Run to the other side of that ledge and step on a light. Now there's only one remaining. Wait until the boulder on the far side (the side you're currently on) lands and starts rolling. Now follow it and stay as close to the edge as possible. The last light is at the bottom. Now, time the boulders approach so you can safely get through (they land in this order, 4, 3, 1, 2, from left to right).

Drop down and stand on the green light, which prompts the appearance of the first Gold Diamond. With the spikes out of the way, you now can cross to the other side.

Take out some more Infantry and a few houses to clear out the area. This enables you to exit to the next area. Clear out the barrel to pick up a Blue Gem and then follow the train tracks over the village of the Rock Top Flammers, blowing up two barrels, and picking up a



Gold Diamond in the process



When you reach the new area, you need to travel across the top area first and then use the barrels to cross back—so don't blow up anything just yet! Climb up the red staircase, and follow the path across the rolling rocks, over some barrels, past two Rock Top Flammers, and then, finally, to a metal door

## *Tips*

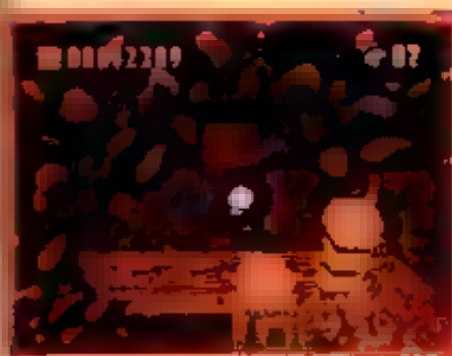


Blow up the barrel to the right of the door to pick up a Megabomb.

Now what to do next? Although this next step may seem like cheating, there simply doesn't seem to be another option. Watch the boulders fall (they generally fall from left to right), and follow the closest one down to the area you started from. Then follow the







metal path out of the area, and then after the screen reloads, reenter the area. All of the damage you have caused has mysteriously vanished! Now follow the path like you previously did, but this time place a bomb at the far left side of the door



If you don't stay on the left side, the explosion might blow up the barrel leading to it. If this occurs, you'll need to start all over again.



With this door open, you can gain access to a secret, dark area. Like the previous ones, go to the right, light up with the furnace and start blasting the little Sparks.

You should pick up a Gold Diamond in here as well. Now exit and travel a different route. Clear out the Green Pick-Axe Infantry and blow up the stoplights, machines, and barrels. Take these new tracks to a middle plateau until you see some Infantry and a few cool mines. Take them out, snatch up the goodies, and fol-

low the tracks down to the lowest area in the stage.

This takes you to the core of the operation. Take out a few Infantry, a machine, and then take a left. Stand on the balcony and throw a Pumped-up Bomb down toward the four machines on the far side. This should wipe out two of them. Eliminate the rest and pick up some more flames, bombs, or gems.

Circle around until you see the long staircase. Walk up it and take out the barrel at the top. As soon as a Coal Mine Infantry scoots by, follow it to the next stop and take a brief moment to get off the tracks because these guys can move! Follow the tracks to the very end and drop down onto the platform with a barrel on it



# NOTES

It's best to walk to the very end, switch your camera angle, and then drop. There's a Gold Diamond under the machine, so pick it up



Now return to the big staircase and walk up it again. However, this time follow it to the halfway point and walk down the stairs. This set of stairs leads you, in maze-like fashion, to a machine that has a Timed Bomb in it. There's a Green Pick-Axe Infantry guarding the machine, don't kill him too close to it or you'll never have time to pick up the Timed Bomb.



When that task is finished, follow the path up a flight of stairs, and blow up the nearest barrel to gain access to the platform. When you reach the platform, destroy all of the barrels, which, if you're

lucky, will take out one of the pillars holding up a platform. That's right! Blow up all of the pillars and the platform will fall down. You've reached the exit.



# GOLD DIAMONDS

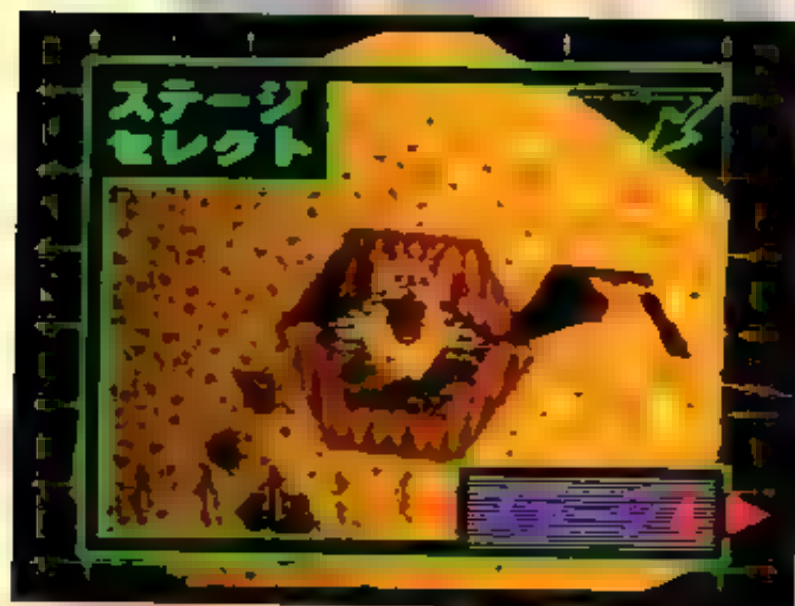
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# BOSS:

GIANT MOLTEN  
ROBOT

WORLD 3,








STAGE





# Tips

-  When the Giant Molten Robot stops marching with its side facing you, it's preparing to crush you so move away quickly.
-  If you get squashed, quickly move the joystick back and forth to regain consciousness.
-  The Giant Molten Robot always uses its laser beam after trying to squish you, so run sideways to avoid it not up and down. Note that it takes about two or three seconds for this Boss' eye laser to warm up.
-  You'll cause more damage to this Boss when it is fully shaded. If its color is light tinted, you can't cause any damage—with the exception listed below.
-  When the Giant Molten Robot is spinning like a top, you can run under its arms without taking any damage.

## ALTERNATIVE INFANTRY



### BOSS GIANT MOLTEN ROBOT

The Giant Molten Robot is relatively easy to defeat after you recognize its attack pattern. The best overall strategy is to take out its arms first and then, while it's relatively helpless, you can attack basically anywhere.



# BOSS STRATEGY



As one of his first attacks, the Giant Moltan Robot stomps around with his side facing you and then swings around, trying to squish you.

Attacking him while its side is facing toward you is a decent thought, however, the bombs can bounce off his shoulder, especially when he swings around. Still, this technique is effective at causing some damage.

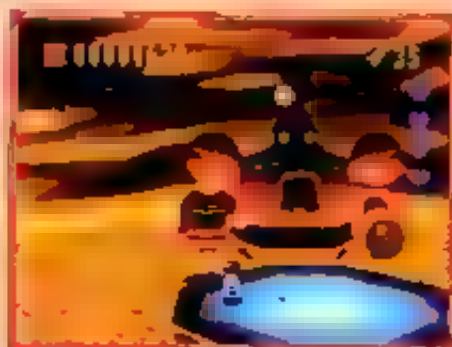
Another good time to unleash an attack occurs just after the Boss attempts a squish attack; however, don't forget to watch out for his laser eyes. This is a good time to damage his neck and chest area.

The Giant Moltan Robot also goes into a spin mode. When this occurs, it turns pale and swings its arms around. The Boss' arms aren't the trouble, it's those big fists. If you touch its fists, you're history! It's important to note, however, that you can damage it during this mode. You must be extremely close to it, which enables the arms to swing over you. Then you can pump up a bomb and throw it to where it's moving. When the Giant Moltan Robot takes damage, the sparks start to fly—literally!

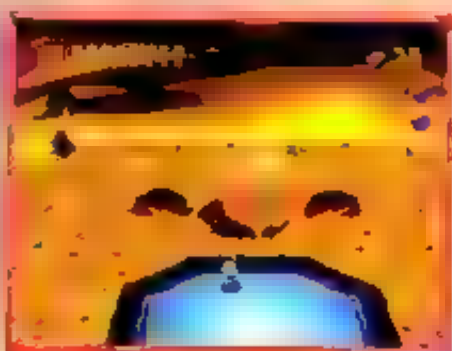




It's best to aim for its arms first, because they can cause the most trouble. You can eliminate both arms and leave it with laser eyes, but this Boss has one last thing up its sleeve: lava balls that shoot from its head. As is the case with other fireball attacks, watch for the shadows so you'll know where not to stand.



This Boss also sinks into the lava and reappears in different areas. After knocking its arms off and blasting out its eyes, it goes down in a burning flame.



# GOLD DIAMONDS

1-5

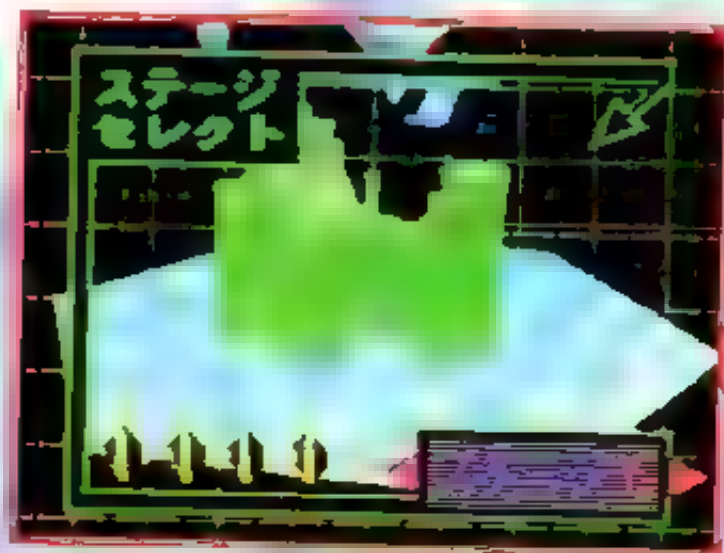
Students explore all five Gold Diamonds by taking  
out different parts of the four badges—the cover  
badge, working badge, and so on.





# ICE WHITE

WORLD 4



STAGE



# Tips



Run against strong winds; if not, you'll get knocked off the ledge you're on.



Look for single trees by themselves; they usually provide cover for a Gold Diamond.



Snowmen usually don't reward you with anything, however, occasionally you do receive Red Gems.



Stay close to the snowy mountain walls. This is the best way to find hidden

## ALien INFANTRY



### RED SKIING INFANTRY

Snowboarding Red Infantry. Stay out of their way or blow them up, but they're much too fast to try to attack. It's best to avoid them altogether.

### SNOWMEN



It takes three regular bombs to destroy a Snowman. Usually they are bad snowball throwers, have terrible aim, and produce nothing. Occasionally, they produce Red Gems, so they're always worth killing.

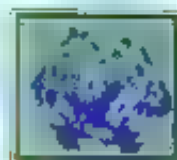




### RABBITS

Cute, kind of fast, and they usually produce Hearts. Also, in rare cases they produce Gold Diamonds. It takes one bomb to destroy them.

### SNOWFLAKES



Will knock you unconscious and occasionally they produce Gold Diamonds. Usually they produce Blue Gems.



### BLUE RIBBON INFANTRY

Psycho when activated and more dangerous than almost any of the other standard infantry. They have one razor in each hand and reach high speeds, and are somewhat indestructible in movement.

# WALK THROUGH



Using the top of a ridge as your starting point, you should bomb all trees, Snowmen, and Rabbits in sight.

Rabbits provide extra lives, while trees reveal either bombs or flames; however, Snowmen rarely provide anything of value. They throw snowballs at you, so they're definitely a must kill.



# NOTES

Kill this same Rabbit twice and you receive a Gold Diamond. If this doesn't work the first time, then go to another area and then return to get the thilly wabbit!



There are two paths you can take: over a snowy bridge or an icy bridge. Take the snowy bridge first. Traverse the steep hillside on the right while avoiding the snowboarders. At the top, a Snowman rests on a ledge just above a door that leads to another area.

From this position, you'll be looking down on the Snowman. Eliminate the tree and the Snowman next to you, and then drop down to the door.



On the other side is a snowhouse from which snowboarders appear. To get rid of all the pesky snowboarders, pump up a bomb and throw it toward the house. This should stop them! Now walk around to the other side of the house and blow up the tree around the bend.





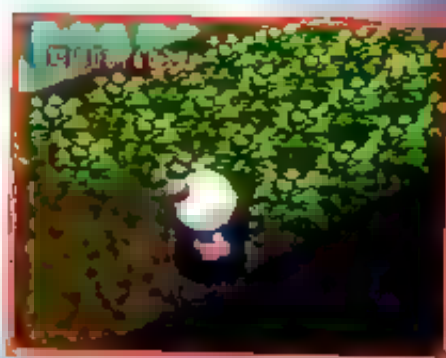


Destroying the tree gets you a Gold Diamond! Now return past the house and hike up the steep slope on the left side. Knock out the trees and then skim the surface of the mountain on the right side. You will find a very weird, secret entrance, a kind of warming hut, or rather a garden in the snow!

## *Tips*

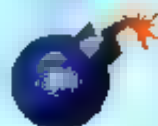


You can blow up the rows of flowers for lots of Red and Blue Gems, bombs, and some flowers.



Before proceeding, wait until the wind subsides and then **scale the steep slope** again. Bomb the trees and Snowmen for fun and then head over to the bridge so you can access the top of the mountain. It's best to backtrack to the beginning to get everything.

Now at the bottom, where you started, go to the ice bridge. Throw a bomb at the sign to shake off the snow. It reveals text that reads "No Bombs Here"—this is avalanche territory! Yahoo! Now go to the top of the mountain, drop a few bombs, run to the bottom of the hill, and then across the bridge to safety. This causes a monstrous rumbling and a large snowstorm follows. When the coast is clear, walk back up across the hill and look down. There's a Snowman on a ledge with a door, and next to him is a tree. Take down the tree for a Gold Diamond, and take down the Snowman for a Red Gem.



# Tips



On this same ledge is a secret entrance to a very small corridor. There's a tree here, so blow it up and take the Blue Gem that appears in its place.



Now drop down a ledge to the door and go inside.



The wind blows very hard on this side of the hill, so wait until the wind stops before proceeding; otherwise, all of your bombs will blow down the hill.

Now walk across to the other side, passing up a few trees and a Snowman. When you notice a single tree all by itself, blow it up to get another Gold Diamond.



Walk up the two-part, steep ledge to your left and use a Pumped-up Bomb to destroy the house. On the other side of the house is a tree. You can now walk across the top of the house. Blow it up when the wind stops to receive an ULTIMATE BOMBERMAN piece.



There are two Snowmen on the right side of the building. Blow them up to get a Red Gem. Knock out the trees and then head for the bridge on the far right. When you reappear at the base of a hill, you see some Snowmen, one Red Infantry, and a lot of trees on this steep landscape. Walk up it from the side, not the middle. Blow up everything, and like before, one of these Snowmen turns into a Red Gem.



At the very top of the mountain is a ski lift or gondola.

To leave this wintry place, you need to activate it. With the gondola at your back, walk down the steep slope across from you. At the bottom of the slope is a house and behind it, a button



Eventually you are going to blow up the house and step on the button. This makes the gondola appear, ready for your takeoff. But first, you need to collect the Ultimate Bomberman piece.

Behind the house you'll find a small ledge; build a bomb bridge from the ledge to the roof. Once on the roof, walk over to the platform on the side of the house.

There's a tree on this platform. After blowing it up, a piece for your Ultimate Bomberman collection appears. Drop all the way down to area below and return to the house to finish the level



# GOLD DIAMONDS

1.

1. The first step in the process is to identify the problem or opportunity that the organization is facing. This involves a thorough analysis of the current situation and the identification of the key factors that are influencing the outcome.

2.

2. The second step is to develop a clear and concise statement of the problem or opportunity. This statement should be based on the findings of the analysis and should provide a clear direction for the subsequent steps in the process.

3.

3. The third step is to develop a plan of action. This plan should outline the specific steps that will be taken to address the problem or opportunity, and it should include a timeline for the completion of each step. It is important to ensure that the plan is realistic and achievable.

4.

4. The fourth step is to implement the plan. This involves putting the plan into action and monitoring the progress of the implementation. It is important to ensure that the plan is being followed and that any deviations are identified and corrected.

5.

5. The fifth step is to evaluate the results. This involves assessing the outcomes of the implementation and determining whether the problem or opportunity has been successfully addressed. It is important to ensure that the evaluation is thorough and objective.

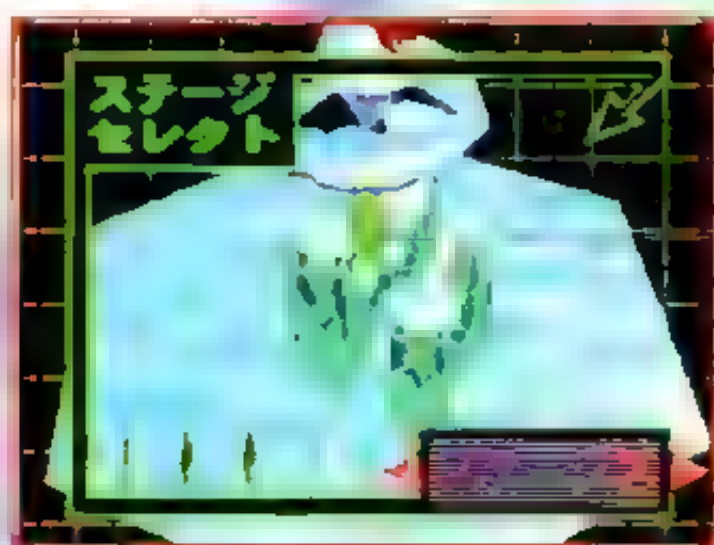




# SUB-BOSS:

ICE

WORLD 4



STAGE 2



# Tips



You can kick or throw bombs at your enemies. Kicking is faster, but both ways are efficient.



Line up directly with the boss, and when it runs toward you, hit it with a bomb to get the first Gold Diamond. Kick the same bomb at it repeatedly for more diamonds.



Always collect the Hearts when they fly out of it.



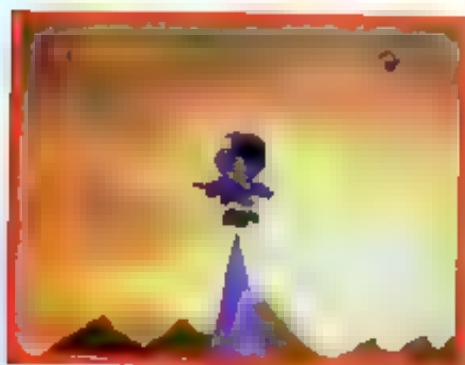
You can create a bomb wall to confuse the Sub-Boss.

## ALLEN INFANTRY



### SUB-BOSS: ICE

This Sub-Boss is simple to defeat. However, what's difficult is getting all of the Gold Diamonds from it.



# BOSS STRATEGY



Ice definitely has a pattern that it follows: It runs straight at you and knocks you unconscious or beats you up with punches if it grabs you.

To earn diamonds against this Sub-Boss, you need to actually keep it alive long enough to get them!



To get all the diamonds, plant a row of bombs when you think Ice is about to attack.

When it attacks, it runs into them causing it to lose a heart. Collect the Heart and employ the same strategy again. Collecting Hearts is an excellent defensive strategy, because it provides you with a second opportunity. It only takes three hits to knock out Ice.

However, to get all the diamonds, there's more strategy involved.

Ice likes to kick bombs, and then kick the same one over and over again at you. Wonder what would happen if you turned the tables on it?

After lining up with the Sub-Boss, wait for it to run and then kick a bomb.

This will earn you the first Gold Diamond.



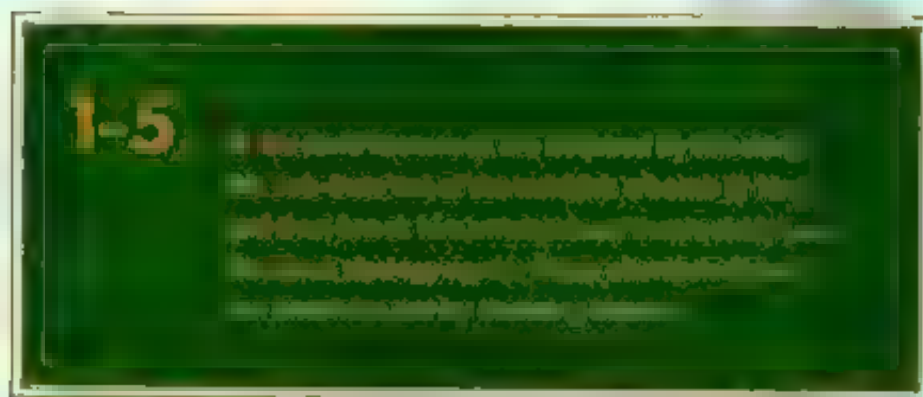


The other diamonds are much more difficult to come by. Regardless of whether it's running or not, try to line up with it

When you hit ice and it gets dizzy, kick the same bomb again. This strategy will get you all the diamonds.

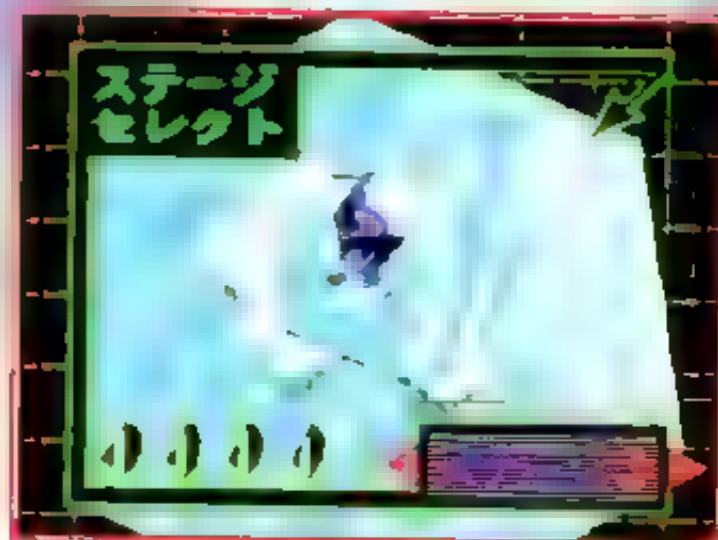


# GOLD DIAMONDS









# WORLD 4

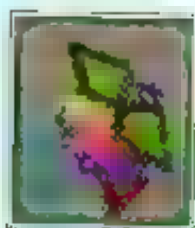


## Tips

-  You're walking on ice, and slipping past your destination is a regular occurrence. Anticipate your every move carefully.
-  Trees that appear on ledges with no other item means there's something for you, like Timed Bombs, Gold Diamonds, or so on.
-  Penguins are your worst enemy in the upside down world. When nearby, they travel in circles. Encircle them with bombs to get rid of them.
-  Don't ignore snowflakes—they're often Gold Diamonds in disguise.



# ALLEN INFANTRY



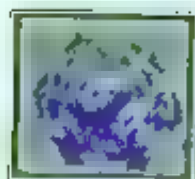
## FROG-APPLE

The most questionable creature in the game. What is it? That's why it got the nickname, "Frog-Apple." One hit splits it into two, so at least two bombs are necessary.

## PINGPONG



Ice-skimming penguins. They have a tendency to show up at the wrong place at the right time. It only takes one hit to destroy them, but they're fast and will circle around you quickly. Approach with caution and surround it with bombs. They produce everything from bombs to gems to Gold Diamonds.



## SNOWFLAKE

Will knock you unconscious and occasionally they produce Gold Diamonds. Usually, however, they produce Blue Gems.

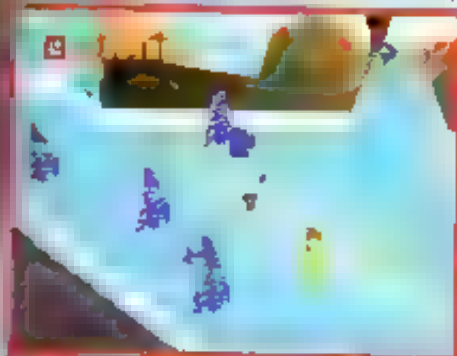
## SNOWMAN



It takes three regular bombs to destroy a Snowman. Usually they are bad snowball throwers, have terrible aim, and produce nothing. Occasionally, they produce Red Gems, so they're always worth killing.



# WALK THROUGH



This stage is tricky for a couple of reasons. The first is that you're walking on ice, so as you walk you constantly slide and slip which makes your reactions seem sort of delayed. Then there's the whole world aspect; in this world, you view the world from the ground up. This creates a whole new set of problems. But let's start at the beginning.

Blow up everything in the near vicinity—Penguins, weird looking frog things, trees, and Snowmen and then pick up the goods. In the middle of this area is a gondola that must be activated. That's right! You need to come back here at the end of this journey

There are two doorways on either side of this icy plateau. With your back facing toward the spot from which you started, choose the right path. This next plateau changes your overall perspective, because you must view everything from underneath the platform—and it's still slippery



## NOTES

Move along the edge of the platform and knock out the second tree (farther out on the edge) to receive a Gold Diamond.





**ULTIMATE BOMBERMAN** piece, and then retrace your steps back to civilization.

When you return, a Penguin and one of those funny Frog-Apples is awaiting you.

Now backtrack to the door and go past it. Continue to move along the right edge until you approach a thin ridge that slips out into a little peninsula. Take this path but go very, very slowly.

At the end is a tree all by itself (Sound familiar?) Blow it up to receive a special



Now walk over to the other side of the platform until you see a doorway. This one, however, is noticeable because it ends in a square shape. Step through and voila! You can see straight again!

The goal here is to get the to the Red Button at the far end of the area and across the chasm.



Walk toward the end and take care of the baddies. Continue straight to the edge and aim slightly left so you can throw a bomb on the narrow ledge below (the one



with the tree on it). As soon as the bomb blows up, jump onto the ledge to pick up the Gold Diamond. You can jump from the small ledge down to the slanted slippery slope and then use your momentum to carry you up the opposite embankment to the Red Button. But, alas, you just don't have the momentum.

Instead, walk across the lower portion to the door, and then walk across the next platform to the other side. This places you in the upside down area again. You should





know what to do now! Walk to the middle and across to the door, which brings you right side up again, and on top of the slope—just where you wanted to be!



Now instead of walking to the Frog-Apple and the Snowman, go to the end of the slanted embankment. From here, you want to slide down and then across to the other side.

Start down the embankment and as you gain momentum, pull to the right twice to avoid the gaping

holes in the ice. Then use the your speed to run up the other side.



## NOTES

A platform on the right "catches" you, so to speak, and Mr. Snowman is happy to gain your friendship, too.



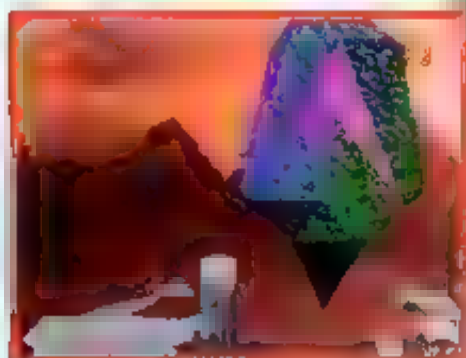
Forget the friendship for now, and take out the Snowman with three bombs. Then step on the button to access the ski lift.

Jump off the button and cross the little valley and into the elevator. As you exit, the elevator is positioned

directly across from you; however, if you turn past the nearest snowman, you'll see a narrow ledge that leads to a tree. As is the case with the others, it contains a Timed Bomb.



There's another ledge nearby with a tree that's good for a Gold Diamond. Move toward the exit, wait for the screen to reload, and then walk onto the ski lift



# GOLD DIAMONDS

1	Go to the top of the mountain and find the Gold Diamond.
2	Go to the bottom of the mountain and find the Gold Diamond.
3	Go to the middle of the mountain and find the Gold Diamond.
4	Go to the left side of the mountain and find the Gold Diamond.
5	Go to the right side of the mountain and find the Gold Diamond.

# BOSS:

## GIANT ICE SPIDER & BABY SPIDER

### WORLD 4



STAGE 4



# Tips



Stay on the perimeter and always have a Pumped-up Bomb ready to throw.



When the spider makes a screeching sound, it means she's lost you. Run in and throw a bomb at her when this occurs.



You'll cause the most damage against the spider when she is up against the wall laying baby spiders.



When you fall into the icy web, watch the cracks; but remember help is on the way.

## ALLEN INFANTRY

### BOSS GIANT ICE SPIDER AND BABY SPIDERS

This Boss is probably the coolest looking thus far, and is amazingly complex. The Giant Ice Spider can swipe, pounce, send out baby spiders, or send you down in to her icy web, where maneuvering becomes difficult. Amazingly, a strategy you employed once before works well against this beautiful looking monster.





# BOSS STRATEGY

Run in either a clockwise or counterclockwise fashion but stay toward the perimeter of the arena. You can tell where the Boss is going to pounce by watching her shadows. The shadows indicate her landing position. Usually, it's best to run around the perimeter when she pounces.

When the pounce attack occurs, have a Pumped-up Bomb ready to go. You can throw it anywhere—her legs, rear, or head because all hits count. Most likely, you'll hit her front pincers first. Take out the two front pincers by throwing Pumped-up Bombs directly at the legs. Each leg takes about three hits. Sometimes after pouncing, the Giant Ice Spider makes a weird screech that sounds like a dog, after which she stays still for a few brief moments. This is your cue to unleash some bombs.

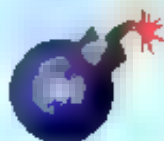
After finishing off her front legs, they start to blacken and a Diamond appears. This is your indication to move on to the next body part.

Next, you should concentrate your attack on the main body and head, which is a slightly more difficult task. You must run in, throw the Pumped-up Bomb, and then run out—without absorbing a hit! Don't worry, after a little practice it gets easier.

The Giant Ice Spider has one annoying tactic that actually benefits you: When she crawls onto the side and starts laying little baby spiders. When she is up against the wall, launch as many Pumped-up Bombs as possible. Strangely enough, the baby spiders never really get in the way, because the Boss moves around the whole time.

Watch out if this Boss gets a little angry. She'll crack the smooth ice pack you're on and bring you down to her level and onto an icy spider web. Falling through the cracks isn't too bad, because your little flying friend is there to help, but it's still dangerous.

It should only take one or two more hits to take out the Giant Ice Spider once you're on her level. You can finish her off by hitting her in the face, head, or upper torso area.



# GOLD DIAMONDS

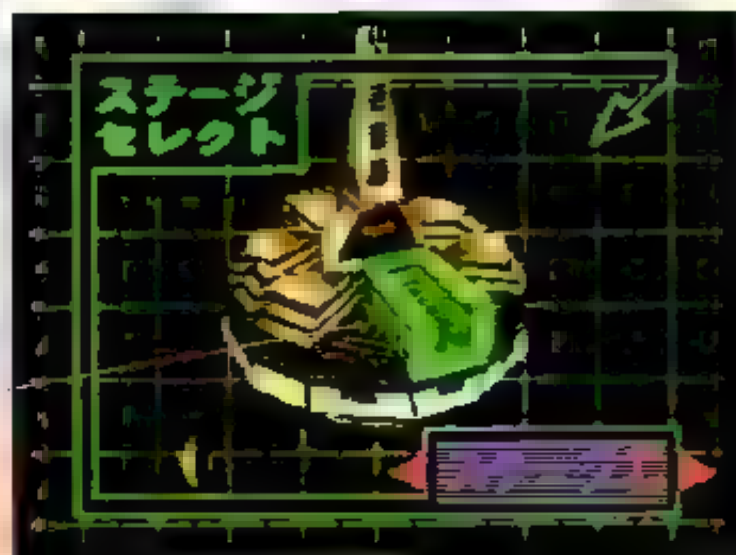
1-5

Each Gold Diamond is awarded to a young man at the Board's Study. Each year, please bring your Gold Diamond, the Board is looking for the best of the best.



# BLACK CITY

BONUS WORLD 1



# Tips



Learn the traffic patterns: big bus, little car, big bus, little car

Never stay on the overpass for too long—it's not good for your health.

Don't run into traffic—it's better to wait to make sure the coast is clear.

Save as many lives as possible for the end Boss—you'll need them!

## ALien INFANTRY

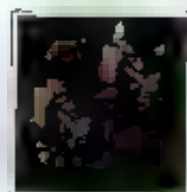


### RED INFANTRY

Slow moving, but no real threat, they just get in the way. It only takes one bomb to kill them. Worth one Blue Gem usually.

### BIG TALL ALIEN INFANTRY

Shoots a poorly aimed rocket at you. Takes two hits to defeat, and leaves a Blue Gem.

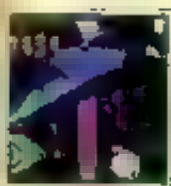


### AUTOBOTS (WITH LASER)

Slow hovering crafts that shoot a laser straight down. It takes a Pumped-up Bomb to destroy these things. Usually provide a Heart in return.







## AUTOBOTS (WITH TARGETED MACHINE GUNS).

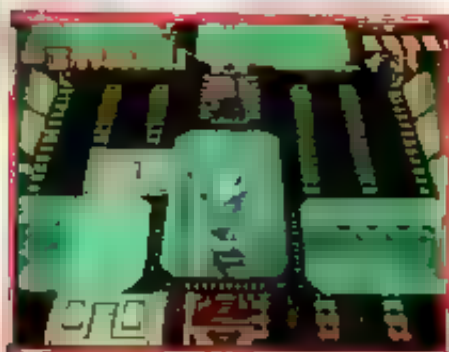
These things are the worst. They are difficult to shoot down because they are much faster and they have automatic guns.

# WALK THROUGH

## NOTES

The goal in the upper metropolis is to clear the level without getting run over by the oncoming traffic. You need to determine the traffic pattern; knowing it will make your journey much easier.

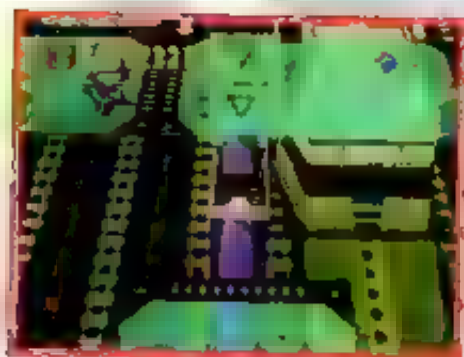
There are two lanes of traffic, separated by a median, but the pattern is the same. Let's start with the right side. First, there's a big bus followed closely by a little car, while on the other side of that same street a big bus is followed by a little car. After all four cars have passed, you have just a few seconds to cross the streets. This strategy works well on both sides of the streets, so learn it!



Immediately walk to your right and up the slope to escape more traffic. The light posts on this level are destructible, so blow up the ones on the upper deck to get some flames or bombs. You can also blow up the Rocket-Launcher Infantry to sometimes collect a Blue Gem.

Now walk to the middle of the deck and then forward, dropping in between the median on the street level.





Locate the crosswalk and stay on it until you determine the street pattern. Then turn around and cross to the right side of the street, using the short steps

Step up the slope and prepare to hustle! After reaching the blue transparent upper deck, run forward and then make an immediate left. Follow the path to the next slope on the left side, hiding under the steps when you're

Infantry, Rocket-Launcher Infantry, and Autobots have combined forces against you, which is the reason for all the running. Now check out the traffic and then move into the tunnel.

The next area is full of similar traffic patterns. As soon as possible, walk forward and into the crossing section, and then up the short steps and to the left. From this position, you should spy two destructible boxes and two Red Infantry. Head toward the center box to access a safe position. After blowing up everything, take all the goodies.



This next section is pretty easy. On the left side of the street is a little cubbyhole, where you should rest before making your next move. Wait for the traffic to break, move up the short stairs, and then into the safety area. When the coast is clear, move into the tunnel and await transport into a new area.

Go to the middle area and hide out in the crosswalk. Now turn around and head right, and then follow the upper deck to the right and back down to the street area. Stay on the slope until the coast is clear and then move onto the median area in the crosswalk, which is another safe haven.

When the coast is clear, turn around, walk up the short steps, and toward the slope on your right. Facing the on-ramp, follow the upper deck by going straight, left, and straight again until you reach the far side of the street. Now you can enter the tunnel.

Quickly run to your right, walk down the steps, and follow the crosswalk to the left side. Then go up the next set of short steps, and then walk to the right side for safety. When done correctly, you should see two street lamps and a destructible box in the middle.





Collect the goodies from these items and move to the far side of the safe area. When the coast is clear, run across the street and duck into the cubby-hole. Walk up the steps, cross the street to the right, and blow up the lamp to get the second Gold Diamond.



Now aim toward the far end, and when all is clear, pass under the tunnel.

# NOTES

As you prepare yourself for the next area, you need to get into the median crosswalk ASAP.

Make a U-turn and walk up the short steps, then across the street to the right, and up the slope. On the red upper deck, walk up and turn left immediately and then left again, and then walk down to street level.



Cross the street, past the median, turn around, walk up the steps, and cross the street to the other side. Follow the same pattern as you did on the other, by following the red upper deck, and then get to street level again.

You must walk across the street again, but instead of walking into the safe crosswalk and turning around, stay on street level. After checking the traffic, cross the street and then go up the colored upper deck to the middle. Finally! The entrance to the boss area!



# NOTES

Use the purple ramps to access the higher platforms. Collect Timed Bombs and Megabombs plus a bunch of regular bombs and flames before stepping into the middle of the emblem-plated platform.



Why, you ask? This is where you finally meet the Boss. Just to be safe, pick up a Red Megabomb and pump it up, so you're good, primed, and ready to wipe up the floor with this Boss.

## STAGE 1 BOSS

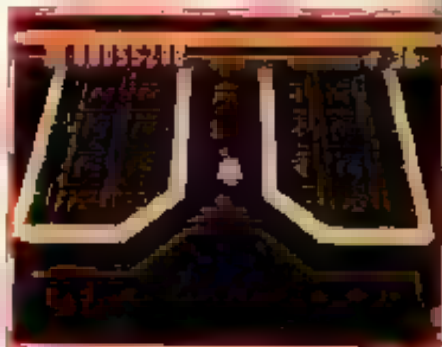
This vehicular Boss has three parts, each of which is actually easy to destroy.

You only need to blow up each of these pieces with one large, Red Megabomb. The best way to approach it is to blow off each arm first, because they produce giant, blue blasts that can kill you.



There are a few target-gunnors too, so if you stay in one place too long, they'll gun you down. You can avoid the blue blasts by walking to the far end of the platform. The blasts disappear before reaching you. Those crazy Blue Infantry are out in swarms, too, but you're well equipped, so lay down a few Red Megabombs to clear them out of your way.

After defeating this Boss, you've finished the stage.





# GOLD DIAMONDS

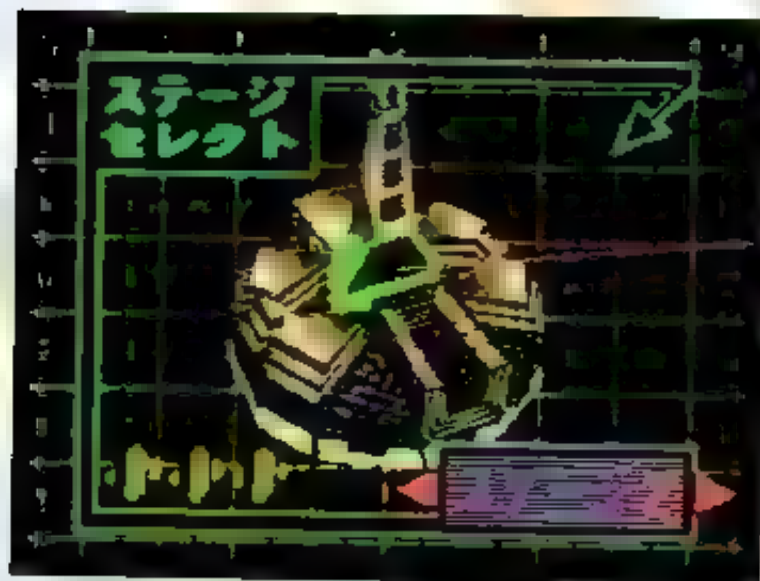
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# SUB-BOSS:

CONUS WORLD 1



- S Act 2



# Tips



Knock out the Boss' arms first.



Always stay on the move by kicking and throwing bombs constantly.

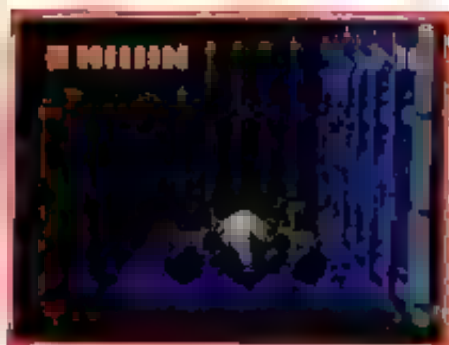


Don't get too close to the Boss, because it can temporarily stun you.



The more damage you inflict on the Boss (and the longer you take), the more Gold Diamonds you receive.

## ALien INFANTRY



### MAIN BOSS

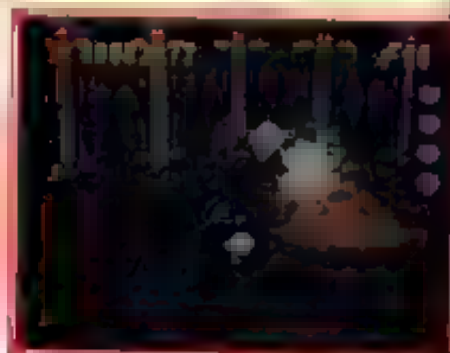
The strategy for defeating the main Boss can vary, but it's best to follow the "big bomb" approach.



# BOSS STRATEGY



Picking up big bombs, pumping them up, and throwing them at the Boss' arms first is the best strategy. You may choose to kick small bombs, but this seems less efficient in terms of both damage and time.



## Tips

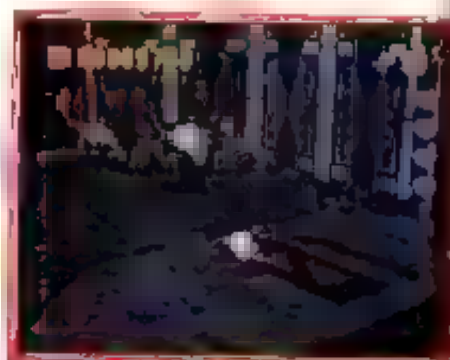


As is the case with all the main Bosses, always stay on the move. By keeping in constant motion, this one can't get you.



By blowing up one arm at a time, you can lessen the number of projectiles thrown at you.

Don't move too close to this Boss; it can run you over, stun you, and then, most likely, kill you a second later.





However, by moving too far away, the bombs change into guided missiles



It's best to stay about halfway from the boss and the walls. When the flaps open to release the projectiles, walk toward the boss (not always directly).

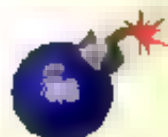


You can even use the environment to help destroy this Boss. Throw bombs at the giant white column to help your cause.

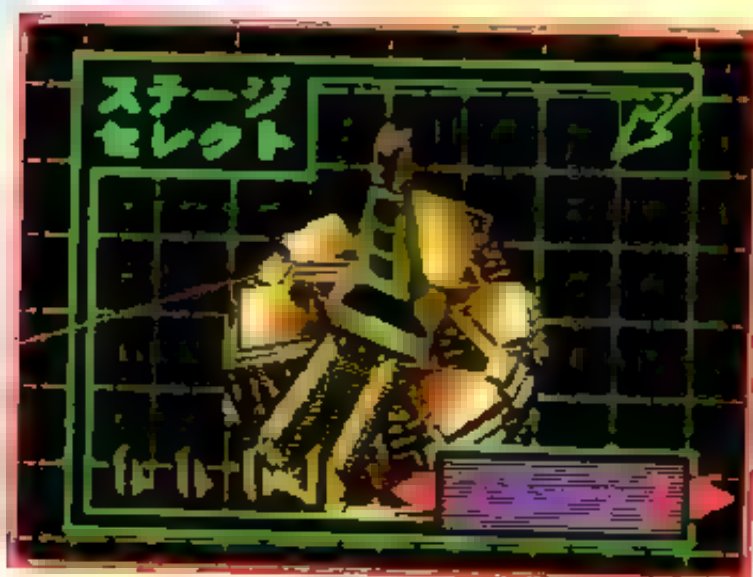


This Boss is somewhat difficult, but after taking off its arms, it slows down and becomes far less powerful.

# GOLD DIAMONDS



# BONUS WORLD 1



## Tips



Hover Bots turn into Hearts (extra lives).



Dropping from platform to platform works as an easy way to move through the level (especially jumping from the Trident platform)



You can use bomb bridges to get to raised platforms that enable access to secret "E" elevators.







Characters are always refreshed, so beware of the projectile-shooting bad guys.



Diamonds don't always appear in the same place twice. Blow up as much stuff up as possible to ensure you have everything.

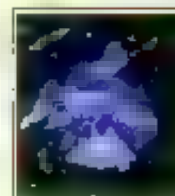
# ALien INFANTRY



## ROBOT FROG

Blue-green goaty-looking, frog type creatures. They kneel down and shoot projectiles. It takes one shot to get rid of these things, gives up a range of products, including Gold Diamonds.

## AUTOBOTS



Slow hovering crafts that shoot a laser straight down. It takes a big bomb to destroy these things. Usually provide a Heart in return.



## SWOOPING BOTS

More ambitious than the Hover Bot, these puppies swoop down when they get the chance. They will stun you and they're persistent. One Pumped-up or Megabomb will kill them; rewards are a range of products, including Gold Diamonds.

## GREEN RIFLE INFANTRY



Similar to a Red Infantry but with a rifle. They're slow, and usually avoidable. Provides a wide range of rewards.



ugh

to



### PURPLE INFANTRY

Faster than their cousins the Green Rifle Infantry, these guys have bigger shots from their guns.

### BLUE RAZOR INFANTRY

Psycho when activated and more dangerous than almost any of the other standard Infantry. They have one razor in each hand and reach high speeds, and are somewhat unpredictable in movement.



### RED INFANTRY

Slow moving, but no real threat, they just get in the way. It takes one bomb to kill them off. Worth one Blue Gem usually.

# WALK THROUGH

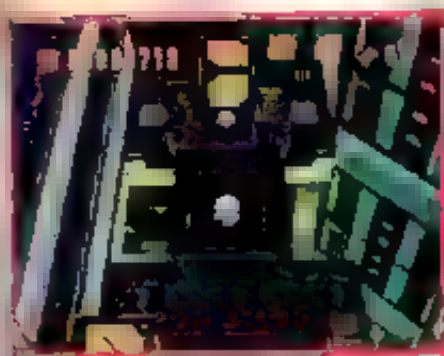
## FLOOR 1:

This stage presents lots of tricks, much like the first area in Level 1. You need to trigger electronic bridges, use bomb bridges, defeat repeatedly emerging alien infantry, and retrace your steps often.



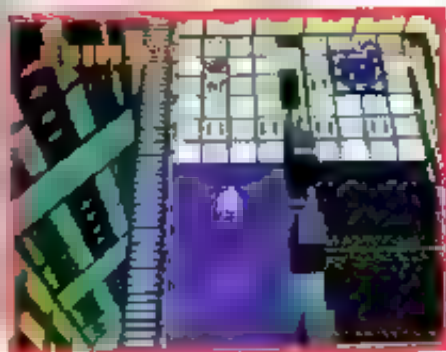
# WARNING!

You're about to experience the biggest stage of the game.

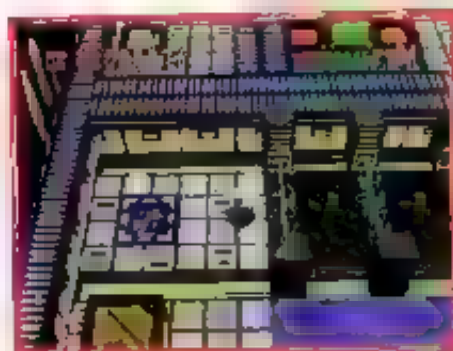


Blow up the lamps and boxes on your left, and then go to the right and annihilate the box and the Robot Frog.

The box is a life power-up! Now step on the square on the left (it should stand out) to create an electronic bridge that connects to the other side.



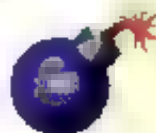
Walk to the platform on the left and then down to the end. Here's another square that's calling for some attention—go ahead and step on it.



When activated, the bridge behind you becomes charged with three lasers, which you must pass through carefully, and an electronic bridge also appears next to

the square you just stepped on. Walk across the bridge and blow up the box, which gives you Timed Bombs. These Timed Bombs enable you to create bomb bridges which you can use to cross to the raised areas.

Now make a bomb bridge to the closest raised area. Go to the far edge and step back so you're facing the raised area; then run and toss a small bomb. When done correctly, the bomb lands on the first (not highest) platform. Now stand close to that bomb and turn around. Pump up a huge bomb and throw it to one end, and then repeat this step to create a large bomb bridge to the platform. Cross it and blow up the crates and a Rocket— Launcher Infantry.



Now go to the other side until you see a raised platform with a single box, which is actually a Megabomb! Use your bridge building technique to get to this bomb. You must work quickly, because an alien infantry or frog may try to ruin your construction. You're almost finished with this area!

Return to the first transformer square (where you picked up the Timed Bomb) and set it off again. Then go to the other wing and cross the three square bridge

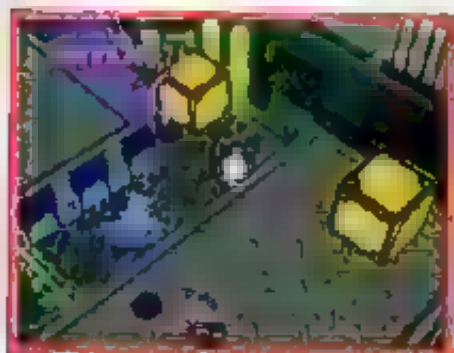
## NOTES

Make sure you step on the squares when they turn green, not red. Stepping on them when they're red closes the gate.

Once past, step on the square with the "E" on it to proceed to a new area.

## FLOOR 2

There are six destructible lamps and six tall columns that you can immediately destroy. Also, take notice of the two squares marked with an "E," you'll return for these later.



Cross through the passage and take a right, blow up the box on the right, and pick up another Gold Diamond.

There are two raised platforms that you can't reach, one of which has an "E" on it. To reach these platforms, cross to the middle, pass through the rest of the passage, and step on the purple square at the end that has an "E" on it.

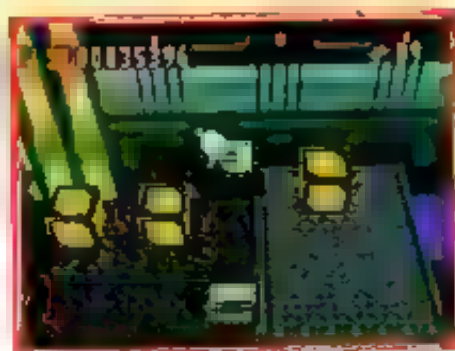


# Tips

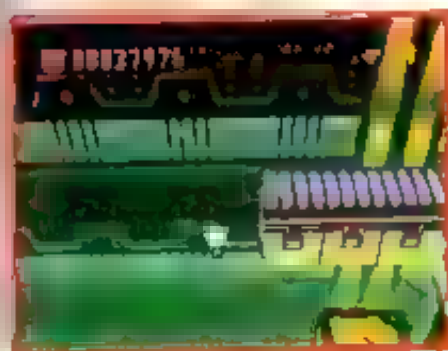


This creates some electronic bridges for you, plus it also sets off electronic lasers, the likes of which you've seen before.

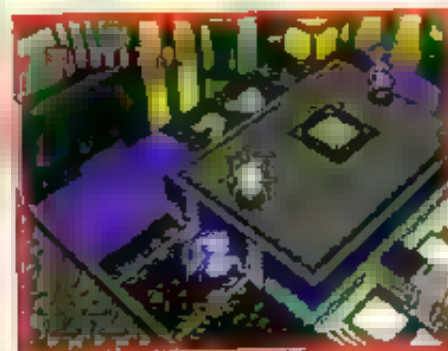
Slow up any remaining boxes and collect the goodies. Now cross through these electronic laser gates to access the first platform area from which you started (it's the one with two "Es" on it).



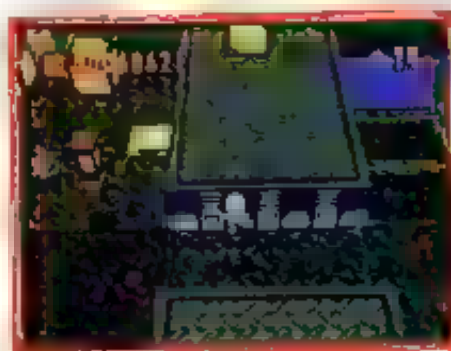
## FLOOR 3. TRIDENT



The last platform takes you skyward to a trident-shaped platform. Blow through two boxes to get the third point of the trident (on the other side). Now back up to the L-shaped portion to get a running start, turn around, and then run to the point and jump off.



You'll land safely on a raised area on the platform beneath you. To get to the raised platform with the green "E" button, create bomb bridges by using small bombs (about three per bridge).



After making it over the bridge, stand on the "E" to get transported into the heavens!







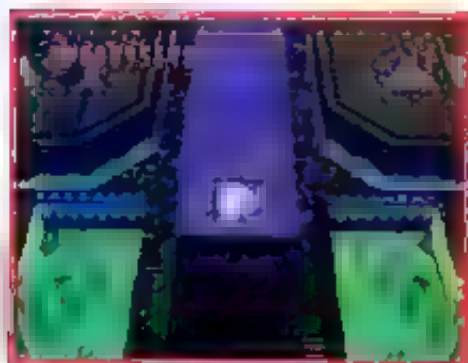
This takes you to a giant question mark, which is on the same "floor" as the Trident. Follow the path from the "E" you're standing on to the one at the very end.

This takes you to another floor. From this point forward, there are many floors and areas that may appear a little confusing. Don't worry—that's why you have this book!

## FLOORS 3, 4, 5, 6:

On this platform, there is only one "E" plus a plank that leads to nowhere. Your choice is easy: Take the "E" on the right, which takes you up two floors to Floor 5. Then go onto the plank, which takes you down a floor to Floor 4. Walk across the plank and take the "E" on the left. There is an E on the left and a plank to the right. The plank takes you down to the question mark platform, however, don't take this path yet—take the E on the left.

### TOP FLIGHT



This takes you to the very top of the city. There are lots of goodies to collect here, including a Gold Diamond.

From this platform, which resembles an alien space ship, you start out on the nose of the airplane. Walk straight ahead and through the electronic gates until you reach two buttons, marked 1 and 2. Press button 2 to gain access to an "E" button that leads down to another platform full of crates.

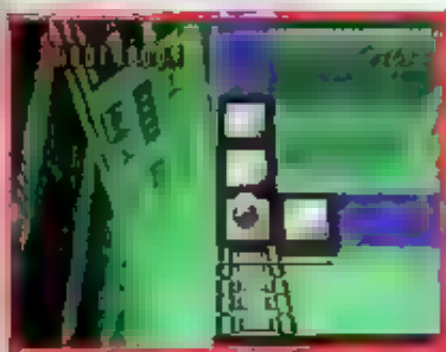
Take this platform to collect flames, bombs, an extra life, and a Megabomb. Retrace your steps and light up button 2. You now have access, via purple bridges, to goodie-laden areas. With your back to the two buttons, pass through the four electronic gates to pick up more gems, flames, and bombs. Now go to the other side and do the same. On this side, you can pick up all of the same, plus another Gold Diamond. You are now finished with the top flight.



After taking the elevator down, go to the plank you haven't used to return to a platform, that gives you two choices. Take the one directly across from you to descend back to the question mark. Go all the way to the other end of the mark and drop down, where you'll safely land on Floor 2. (Remember, where you built the bomb bridges?)

Backtrack along this platform, stepping on the available button, and then pass through the electronic gates to the "E" on the right, which lifts you to the Trident Level again. This time, however, you take a different path, the one that eventually leads to the Boss.

Take the "E" up at the Trident's base. This transports you on a platform with three switches, marked 1, 2, and 3. Step on each to see where each one goes. Now after some exploration, perform the following: Step on 2 and walk across the new plank to the end and step on the button, which sets off five electronic bridges you must now backtrack through.



You may be asking yourself, what good was that? Well, that button at the end was button 4, and by pressing it and then pressing button 1, a new bridge appears, which leads to the final boss. So remember, you must activate button 4 and then press button 1 to access the new bridge.

Now for the next Diamond... Return to button 3 and then follow it to the maze (which leads to the right). At the very end is a box with a Gold Diamond. Take the right path and destroy a Hovering Bot to pick up an extra life.

## NOTES

The strobe path should look familiar. Step on the green squares, not the orange ones, or an alarm goes off.

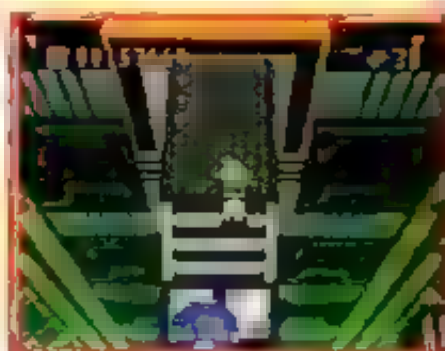


After taking this simple path, you're now confronted by a maze of 20 squares. Starting with the square (second square to the left) in front of you, the light goes as follows. left (corner), up, up, right, down, right, up, up, left, left, up (corner), right, right, right (corner), down, down, down, up, up, down, down, down (corner), left. (This doesn't add up to 20 because two squares are counted twice.) When you reach the end, blow up the crate to recieve a Gold Diamond, and then carefully return to the main platform with all the buttons.



Press button 1 and then follow it out and to the right where there's a new purple path. Take a new elevator up and follow the path to the end.

This new elevator leads to a new platform with closed doors that have a bird insignia on it

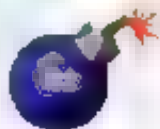


Take a regular bomb (assuming you have a Megabomb), throw it at the door, then step back and trigger it. The blows open the doors. The final destination is highlighted by a green arrow.



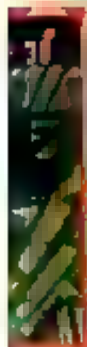
Beware, however that the central path is a trap. After the crate, the path drops off into thin air

The fastest way to get to the green arrow is to go either right or left, up two flights, and then blast through a few crates until you reach the end. Then turn down to the main nerve (where it starts up again), and head right to the arrow. This completes Stage 3!



Dr-  
m,  
e

up



rd  
va

# GOLD DIAMONDS

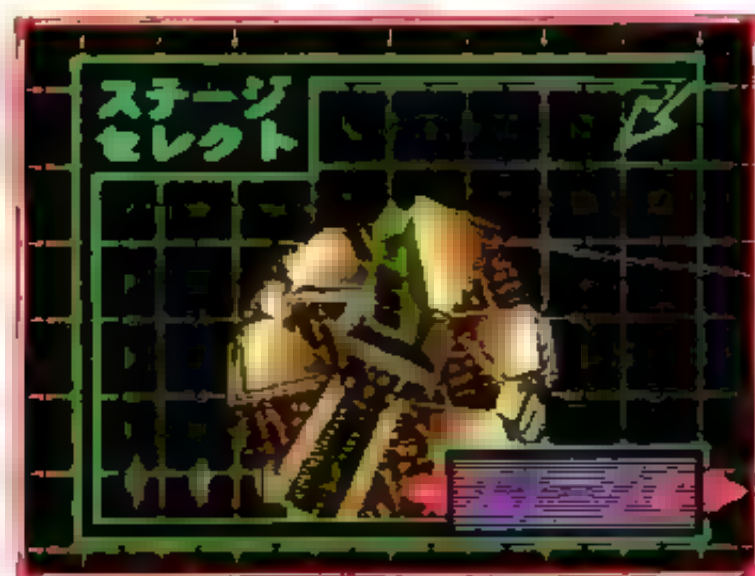
1	
2	
3	
4	
5	



# BOSS:

## THE FINAL BOSS

BONUS WORLD 1





# Tips



Because this Boss can teleport only drop a few bombs at a time.



Anticipate where you think the Boss will reappear. When you get good at this, you can defeat him rather easily.



If you get knocked unconscious, rapidly move the joystick to come out of it.



When the Boss is down, constantly kick lots of bombs at it to whittle down its health.

## ALien INFANTRY

### FINAL BOSSSES



The final boss, one would assume, might be extremely large, right? Oh well, like they say, maybe size isn't everything.



# BOSS STRATEGY



The Final Boss is very similar to the Sub-Boss in the Ice World. It's fast, kicks bombs, avoids bombs readily, has a force field of sorts that knocks you unconscious, and it can teleport. In addition, this Boss has an accomplice: an Automatic Laser Bot that flies.

However, Laser Bot isn't much of a threat. There are times, too, when its lasers actually catch its partner and blow him up accidentally! So throw down about four wide spread bombs in one corner of the arena, and then move away, anticipating where the Boss may suddenly appear.

## WARNING!

After hitting the Boss a few times, he combines with his Laser Bot accomplice and forms one Super Boss!







Again, just line up about 10 to 15 steps away and unleash a barrage of bombs.

If you plant a huge mine field of bombs (for example, four), the Boss simply disappears and your heavy dose of bombs causes no damage. So plant a few more and wait for it to appear on the opposite side of the arena. It avoids the area with the bombs, so line up with it and kick bombs at it when it appears. If you kick several at this Boss, you can knock out some Hearts.

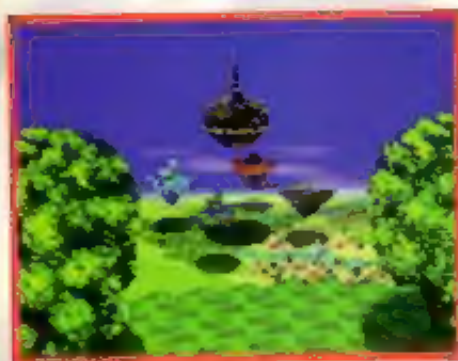
## WARNING!

After only a few direct hits, the Flying Auto Laser and the Boss merge into one more powerful—albeit, still small—final boss.

The strategy is still the same: Run around and wait until the Boss starts running. Drop a few bombs to get it to teleport, and then guess as to where it will show up. If you guess correctly, your bombs will knock out the Boss. Then just kick more bombs at it to wear it down.



After about five hits, you've won the game! Make sure you watch the cut-scenes, and you'll probably see some things you haven't seen before.



The end of the game is very dramatic, as you get to watch your planet restored to order, as the alien ship removes its chains and flies away.



# GOLD DIAMONDS

**1-5.** All the Gold Diamonds are received by blowing up various parts of the Boss's body, destroying the hovering lasers, and blowing up the negative energy blasts.



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